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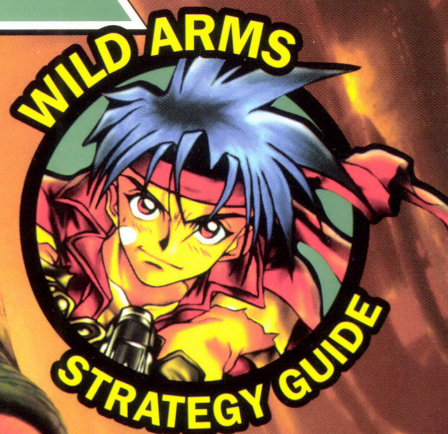
**PSX** <sup>TM</sup>

**Featured Inside:**  
Tomb Raider 2, Croc,  
Apocalypse, Nuclear Strike,  
Time Crisis, Dynasty Warriors,  
PaRappa the Rapper



**First  
Look at  
the Wacky  
Marsupial**

**CRASH  
BANDICOOT 2**



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July 1997

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*takes to conquer Metal Demons. And no, the ultimate goal of your quest is not to save the princess. It's to save the planet. Good luck. You're gonna need it.*



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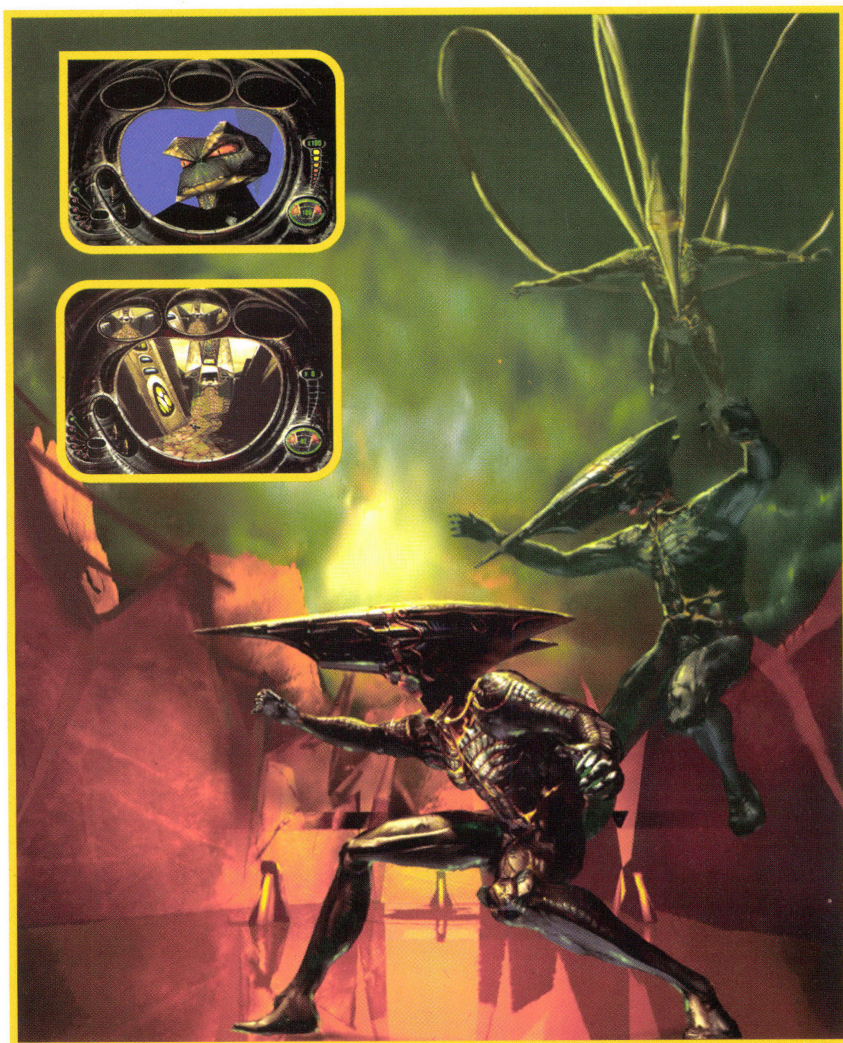
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n school, history was not one of my favorite subjects. But in chronicling video game history the way I have for the last nine years, I have watched both gaming trends and gaming systems come and go. I have been covering the gaming industry for as long as *Roseanne* has been on ABC, and as she has gone through three off-screen husbands, just as many hardware systems have fallen by the wayside. Despite these rapid changes, one constant has been the ability of young entrepreneurs to consistently come up with innovative game designs and peripheral prototypes.

Heading into E3, the biggest trade show of the year, the Ullman brothers will be showcasing their new company, Reality Quest, along with their new gaming Glove. On the surface, this device looks like the second coming of Mattel's ill-fated Power Glove—but it isn't. The Glove is a well-designed PlayStation peripheral which I see as proof that any gaming entrepreneur with an idea and some patience can make it in this cutthroat business.

Whether you aspire to be a video game programmer, run your own development house or perhaps even your own software company, there are plenty of examples of outstanding talent who have made their mark, and are currently developing games for the PlayStation.

Brian Fargo, founder of Interplay, began his operation making his own games and his business has grown into a well-respected gaming empire that is very healthy despite some restructuring and a gloomy picture painted by other less-informed gaming media outlets.

David Perry, better known as the Michael Jordan of video game design and programming, had humble beginnings making games on a low-end PC as a kid. He then made a name for himself with Virgin before starting Shiny Entertainment. He has also been working on the critically acclaimed PC hit MDK, which is currently being ported over for the PlayStation. One of his lead programmers, Nick "the Captain of Coding" Jones of Smash TV fame, also began coding games on his home PC back in the UK. These guys have taken their knowledge of gaming and have made their mark the hard way.

Now, Sony hopes to tap into this vein of passionate and talented wanna-bes with its Net Yaroze, which will allow aspiring gamers to create their own games fairly cheaply. With this device, Sony will keep the dream alive for those who think they can taste the thrill of victory in the wide and wonderful world of video games.

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**Todd Mowatt**  
**Editor in Chief**



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## Going Postal

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ASIDE FROM THE USUAL STACK OF BILLS AND SUBPOENAS, P.S.X. ALSO GETS A FEW LETTERS FROM OUR LOYAL READERS.



## P.S.X. News

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ALL THE PLAYSTATION NEWS THAT'S FIT TO PRINT...OR ALL THE PLAYSTATION NEWS THAT FITS ON TWO PAGES.



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FIND OUT WHY OUR EDITORS ARE WILD ABOUT WILD ARMS AND WHY THE CITY OF ANGELS IS NOTHING TO "CROW" ABOUT.



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EUTECHNYX'S HYSTERICAL NEW RACING BRAWLER, MOTOR MASH, IS REVVING UP FOR A PLAYSTATION RELEASE.



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2-D FIGHT FANS REJOICE! THE GAMING GODS AT CAPCOM GIVE PS OWNERS SSF2 COLLECTION AND MARVEL SUPER HEROES!



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THE MASCOTS RETURN. THE BANDICOOT AND THE GECKO ARE BACK FOR ANOTHER ROUND OF PLAYSTATION PLATFORMING.



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AFTER COMPLETING LAST MONTH'S GUIDE, STRATEGY EDITOR DAVE MALEC WENT AWAY FOR A "REST." AND NOW HE'S BACK...



## Tricks of the Trade

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MORE TRICKS THAN A NIGHT OUT IN HOLLYWOOD WITH EDDIE MURPHY AND HUGH GRANT.



## APOCALYPSE



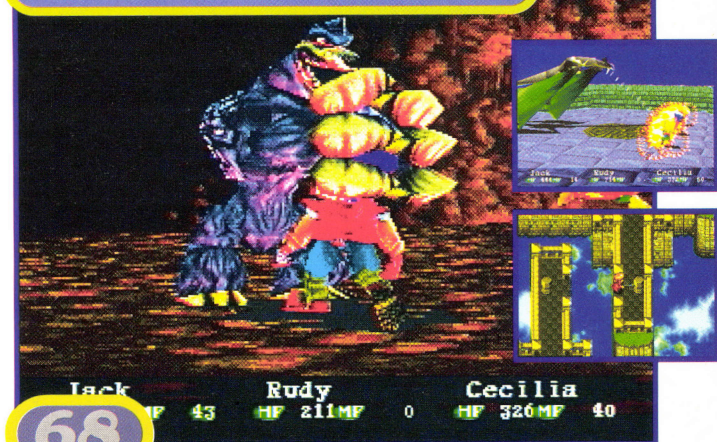
## Clayfighter Extreme



76

JUST WHEN YOU THOUGHT IT WAS SAFE TO RE-ENTER THE FIGHTING ARENA, THE PLIANT PUGILISTS OF CLAYFIGHTER RETURN FOR THEIR FIRST 32-BIT BATTLE ROYALE. IF YOU WANNA FIND OUT WHAT MAKES BAD MR. FROSTY SO BAD, CHECK OUT P.S.X'S MOVES LIST FOR INTERPLAY'S HILARIOUS NEW BRAWLER.

## Wild Arms



68

PART WESTERN, PART FANTASY, SONY'S WILD ARMS HAS BLASTED ITS WAY ONTO THE PLAYSTATION. JOIN RUDY ROUGHNIGHT, JACK VAN BURACE AND PRINCESS CECILIA ADELHYDE ON THEIR QUEST TO RID THE ONCE-PEACEFUL WORLD OF FILGAIA OF THE SCOURGE OF THE METAL DEMONS.

## The Glove

NO, THIS ISN'T THE LATEST IN ORTHOPEDICS. IT'S A CONTROLLER.

FIND OUT THE GENESIS OF THE GLOVE BY REALITY QUEST

AND WHY ITS CREATORS ARE HOPING YOU WILL THROW AWAY YOUR PAD CONTROLLERS FOR GOOD.

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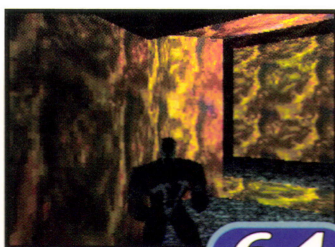
## ABE'S ODDYSEE



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THE PLAYSTATION GETS ODD WITH ABE'S ODDYSEE. P.S.X. TAKES YOU TO ODDWORLD TO MEET THE CREATORS OF THIS STRANGELY TASTY TITLE.

## SPAWN



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P.S.X. WENT TO HELL AND BACK (WELL, SAN DIEGO) TO FIND OUT HOW SONY PLANS TO BRING TODD MCFARLANE'S DEMONS TO LIFE.

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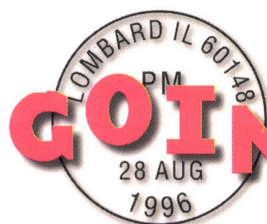
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CONCEPT ART FROM ACTIVISION'S SCI-FI SHOOTER APOCALYPSE, STARRING BRUCE WILLIS. SEE PAGE 52.





# GOING POSTAL



Wanna learn anything and everything there is to know about your favorite video game system? Drop us a line:

**E-mail**  
todd\_mowatt@zd.com

**Snail Mail**

**PSX**

Going Postal  
1920 Highland Ave.  
Suite 222  
Lombard, IL 60148

## Virtual Reality?

I am a big fan of virtual reality. Does Sony have any plans to come out with any virtual-reality peripherals for the PlayStation?  
*Linda Mimms*  
Miami, FL

*There is a VR headset that is compatible with the PlayStation. The headset comes with and without motion tracking and can be upgraded, so all PlayStation owners could play on a virtual screen. The only problem is the company has had some financial problems recently because the system retails for \$400 and after buying it, your PlayStation would have to be customized for you to use it. The other problem I see with the Virtual I/O is that all it gives you is the impression that you're watching a game on a large screen. It doesn't provide you with true stereoscopic 3-D images. VR relies on creating a true 3-D image by displaying two separate 3-D images, which your eyes combine to give you a sense of depth. Many PlayStation titles aren't coded to create the VR experience, so the Virtual I/O glasses can't create the effect of true virtual reality. So in a word, no.*

## Dragon Warrior PS

I love Final Fantasy VII as well as the Dragon Warrior series and when I heard that both of these titles were coming out for the PlayStation, I bought one immediately. I know FFXVII is coming out in September, but when is Enix releasing the Dragon

Warrior game for the PlayStation?

*Adam Maraka*  
via the Internet

*According to Enix president Mr. Yasuhiro Fukushima, the new Dragon Quest (Dragon Warrior in the U.S.) game as it is called in Japan will be released on the PlayStation*

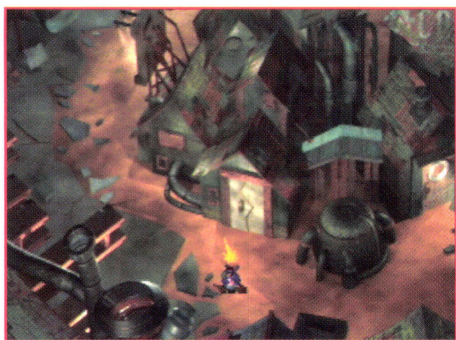
*in 1999. Only one game was announced but story boards for at least one other game are said to be under way according to our sources.*

## Racing Update

I am in the market to buy a racing game and I don't want to buy six games to find the one I like after wasting all of my money. I thought I would ask you guys to find out what some of your favorite racing games are. I share similar tastes with your reviewers. Your reviews are accurate although the scores at times are a little bit high. I still agree with you over 90 percent of the time.  
*Adrian Foote*  
Denver, CO

*The racing category is a broad one. There are plenty of racing games currently out on the market and a few more new games that are coming in the next few months. My current favorite is Rage Racer followed by Jet Moto and Rally Cross. I also like Hardcore 4X4. The guys and I did give high scores to all of these games. Hardcore 4X4 and Test Drive Off-Road along with VMX Racing are games you should rent before making your final buying decision. Renting is always wise—you only spend a few dollars and then you can make an informed decision. Psygnosis is also working on a second rendition of their Formula One Racing game entitled F1(97). NASCAR 98 is coming from EA Sports and Sony is working on a CART racing game. GT Interactive has also picked up the rights to publish Codemasters Micro Machines V3 and Activision is releasing a conversion of their PC game Interstate 76 for the PlayStation. I've just came back from visiting Accolade and their new version of Test Drive Off-Road will give Rage Racer a run for its money. It's being made by the same folks who made the Destruction Derby series. The game rocks. We will keep you posted as we learn more about any new racing titles coming your way. The racing category seems to be the most popular among diehard gamers.*

**Final Fantasy VII, the mother of all RPGs, is coming soon.**





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(Video Game Advisor—April, 1997)

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## Retro Gaming

My friends and I were sitting around playing Namco Vol. 2 for the PlayStation and we got into a heated debate about retro gaming. Namco had a great idea when they brought out the Namco series of games. The subject we were debating was while the PlayStation was designed for 3-D polygons, they are bringing out old 2-D games. The other point I made was that these disks only offer one or two good games and the rest of them really show their age and are quite boring. What do you think?

Charles Bellows, UK  
via the Internet

**Not wanting to come between friends, here are a few of my personal observations. Some of the games are worthy of conversion like a few of my favorites, Burger Time and Centipede. But I do agree that these compilations are hit-and-miss. I also agree that at least two of the games are great and the rest are mediocre at best. Whatever side of the fence you are on, personal tastes do play a role in this debate!**

## PS Trouble?

I have been playing Command & Conquer for the PlayStation and I have been having a blast. Your strategy guide in the April issue was very helpful. Do you know when C&C Red Alert will be coming out for the PlayStation if at all?

Lynn Abrams  
Brooklyn, NY

**Chances are yes, Command & Conquer Red Alert will be on store shelves by the end of this year. There's also another C&C sequel in the pipeline according to our informed sources.**

## Flight sims?

I'm a huge fan of flight sims and I was wondering if there will be any flight sims coming out for the PlayStation? Also, do you have any information on Warhawk 2?

Brian Tolman  
Thunder Bay, ONT, Canada

**The honest answer is probably not. Flight-sim games are becoming more technically intensive and are very complex. Some of the developers that I have been speaking with recently feel that playing a flight sim using a joypad doesn't cut it, unless you have a keyboard to execute the many features that diehard flight-sim fans demand. And Sony doesn't have any immediate plans to release a keyboard. We have it on good authority that Warhawk 2 is in development for the PlayStation. It might not necessarily be called Warhawk 2, but it is being developed.**



## RPG Maniac!

I am really into role-playing games. You could say that I am a fanatic. I recently bought Suikoden and Vandal Hearts and I beat them both. I was wondering if you know if Konami is making any sequels to those games. Also, do you know when Breath of Fire 3 is coming out for the PlayStation from Capcom?

Brandeis Thomas Moore  
Chicago, IL

**Konami hasn't announced formal plans for any sequels to Vandal Hearts or Suikoden. Recently our Japanese correspondent informed us**

**that there will be a Suikoden 2 and it will be released sometime in 1998. As for Vandal Hearts, he said that if the game continues to sell well, there will in all probability be a sequel. We hope there is; both games are great.**

## Tomb Raider 2

Tomb Raider is my favorite game. When will this game be released for the PlayStation and will it be pushed back like Resident Evil 2?

Andrea DelTio  
Berwyn, IL

**Look for this game in late September/early October.**

**We're hearing that Warhawk 2 is coming!**

## Most Frequently asked Question

**Q. When will MK4 be out for the PlayStation?**

**A. We have heard rumors that MK4 will be released in March of 1998. But before then a game entitled MK Mythologies: Sub-Zero will be released for the PlayStation in late July/early August. This game isn't a typical fighting game, as it will have some RPG elements as well.**



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OF SPORTS?**



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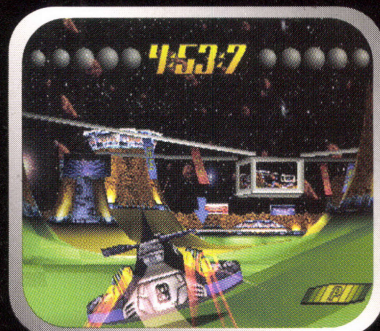
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You can't kick it, dunk it, or catch it.

So how do you control it? Jump into



# PRETTY BRIGHT.

your hovering Rotofoil, grab onto the Plasmorb, and blaze it into your opponent's goal.

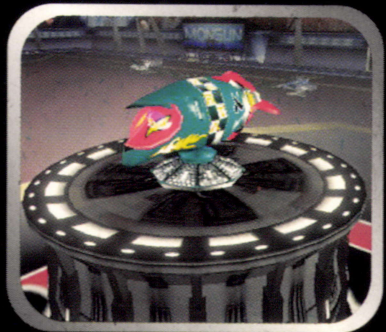
**You're not alone.** Of course, your opponent is trying to do the same thing. And, that's when all the fun begins.

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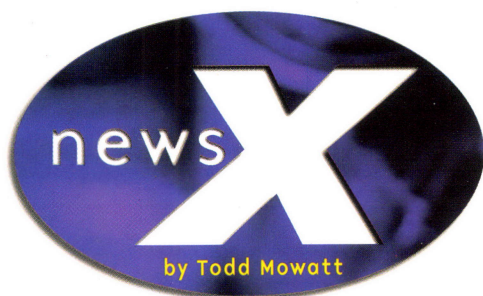


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# Sony Acquires RPG "Machines"

**Final Fantasy VII and Dragon Warrior only for PlayStation**



Fantasy will become reality for many fans of role-playing games come September with the long-awaited U.S. release of Squaresoft's Final Fantasy VII. The game, which spans a whopping three compact disks, has already caused quite a stir in Japan. The lines were five blocks long and the normally bustling Tokyo virtually shut down. January 31 could have been called Squaresoft Day as far as Final Fantasy VII fans were concerned.

Squaresoft reported that 1.3 million copies were reserved before the game was released, making it one of the most sought-after titles in not only PlayStation but gaming history. Over 2.5 million copies of Final Fantasy VII were sold in the first two days. To date, over 4 million copies of the game have been sold.

At around the same time, Reuters news agency reported in a conversation with Nintendo's president,

Mr. Yamauchi, that "most of Sony's PlayStation software titles are silly and boring" and at that same press conference he was quoted as saying, "Sony's acquisition of Final Fantasy VII and Enix's Dragon Quest (known as Dragon Warrior) over here (in Japan) will have virtually no impact on Nintendo's business."

Excuse me bacon powder, I guess this is the same guy who thought the Virtual Boy was going to become the second coming of the Cabbage Patch doll and do Nintendo Entertainment System numbers.

In any event, Final Fantasy VII is one of the most-anticipated titles in U.S. gaming history. Although not quite as popular as in Japan, role-playing games have been gaining in popularity in the U.S. for years. We have an in-depth strategy guide planned for the September and October issues done by the same folks who toiled and brought you the Legacy of Kain guide. Watch for it!



Sony's PlayStation Underground CD subscription offer is doing quite well. Sony is running the disk offer themselves and are getting plenty of support from their third-party licensees. To get a game demo on the disk, companies must shell out a minimum of \$10,000 per game. However, some high-profile games are chosen by Sony and are put on the disk for free. Sony is offering four per year at a cost of \$29.99 for U.S. gamers and \$39.99 for Canadian gamers. If you are still interested, you can call

**1-800-983-7669.** The disks not only give previews but they also have playable PlayStation game demos. They could go all the way....Interplay has bought the rights to Jimmy Johnson Football for the PlayStation from Konami. The title was originally developed by Gametek and was in the process of being sold to Konami. Now the game has been sold to Interplay and it will come out next football season after it is tweaked.

visit our online service at [www.videogamespot.com](http://www.videogamespot.com) for more P.S.X. info



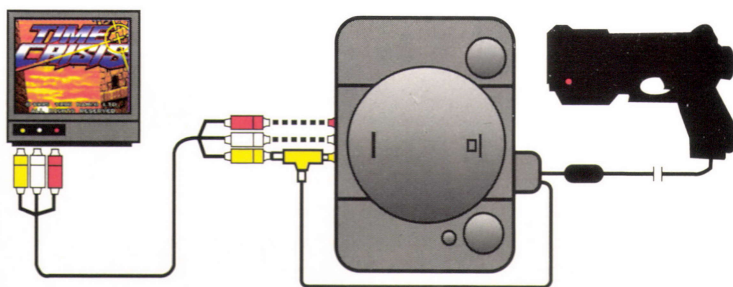


and **latest news** related to the **PlayStation**

www.E3news.com

The Electronic Entertainment Expo (E<sup>3</sup>) will be held June 19 through June 21 and we will be there. You can keep up to date on all of the events online at [www.E3news.com](http://www.E3news.com). We will have extensive coverage of the show in our August and September issues.

## Namco takes aim at PS Gamers



## PLAYSTATION 2

DELAYED UNTIL THE TURN OF THE CENTURY?

At a recent trip to Squaresoft's Hawaiian headquarters, P.S.X.'s News editor spoke with several Sony officials about the second rendition of the Sony PlayStation. They said the next PlayStation will not be forthcoming for the next couple of years and isn't expected out until the turn of the century. Although this might just be a smoke screen to throw off Nintendo and Sega and keep them guessing, Sony seems dedicated to grow the installed base of PlayStation users and continue to work on growing their share of the gaming market. If you think about it, bringing out a new system at the turn of the century is quite a marketing feat and it would make sense to do it then.

The PlayStation 2 (PlayStation 64) is the system for the next millennium. It's a good idea to give gamers a breather between systems and not jam a new system down their throats every other year.

Add to that the rumor that the PlayStation 2 will be offered up as a totally new system and possibly being able to upgrade your current system. Plus, the next PlayStation will probably offer backward compatibility and gamers will be able to play their current library of games and peripherals on the next rendition of the PS.

We'll keep you posted on any new information concerning this truly "next-gen" system that comes our way.

Namco isn't afraid to forge new ground and they are doing it again with a new light gun peripheral called the Guncon. The Guncon will work with most, if not all, shooters. It was made specifically for the arcade conversion of Time Crisis in Japan and will be packaged with the game. Namco officials suggest that it will be packed in over here as well, but didn't have any concrete pricing info. Expect it to be around \$59.99 to \$69.99.



## MK Mythologies is coming



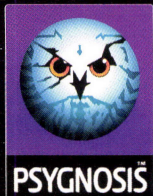
Original MK creators Ed Boon and John Tobias are both working on games dealing with the Mortal Kombat license. Boon has been concentrating his efforts on MK4, while John Tobias has been creating a prequel to the series for the Sony PlayStation entitled MK Mythologies:

Sub-Zero. The game will flesh out some of the MK universe's back story and will take players where no Mortal Kombat game has gone before—out of the fighting realm. Taking on the role of the ice-wielding Lin Kuei ninja Sub-Zero, players will get a chance to live through the events that led to Scorpion's ire. Expect to see Liu-Kang, Raiden and other MK characters as well as a few new ones. The game will showcase a handful of new characters who will be introduced in MK4 due in arcades this summer. The main characters will be created from the same digitization process used in the original games.



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# If the glove fits, you must equip.

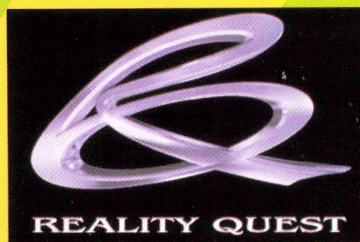
## Is The Glove by Reality Quest the controller PlayStation owners have been waiting to get their mitts on?

by Gary Mollohan

**S**ince the rebirth of console gaming in the mid-'80s, technology has advanced by leaps and bounds. System processors have increased exponentially in power, spawning entirely new genres of games. The dominant graphical style has evolved from 2-D hand-drawn sprites to 3-D texture-mapped polygons. Surprisingly, the one thing that has remained basically unchanged since its introduction is the pad controller. Sure, they may be less boxy and may sport a few more buttons, but the hottest models of 1997 work essentially the same as their 1987 counterparts. One company, Reality Quest, hopes to change that. In fact, they're hoping gamers will trade in their old pad controllers for good.

Reality Quest was founded in 1994 by brothers Noah and Adam Ullman, after a particularly intense game of Joe Montana Football resulted in a shattered controller. (One of the brothers, who shall remain nameless, hurled it at a wall.) The two tinkered with the device's innards and within 24 hours struck upon an entirely new configuration. With a little solder and a few key chains, Noah and Adam had constructed the first prototype of what would become known simply as The Glove. (They inadvertently created a non-tossable controller, as well.) Three years and approximately a dozen prototype versions later, the Ullman brothers are ready to introduce their creation to the gaming public.

But wait. Didn't Mattel put out a similar device for the 8-Bit Nintendo during the late '80s? Wasn't it an over-priced (and under-supported)



piece of crap that went straight into the tank? Yes and yes; however, as Adam Ullman was quick to point out during a recent visit, despite a passing resemblance, there are few similarities between The Glove by Reality Quest and Mattel's ill-fated Power Glove. "From a gamer's perspective," recalls Ullman, "I was very disappointed with the Power Glove. I shelled out \$120, and the thing didn't work." Aside from being too tiny for an adult to comfortably use, the Power Glove had to be pointed at the screen at all times and didn't work with every game. In contrast, "The Glove is designed to be 100 percent compatible with the pad

controller. In fact, it's so compatible that the PlayStation will not recognize it as being something different. You can sit down

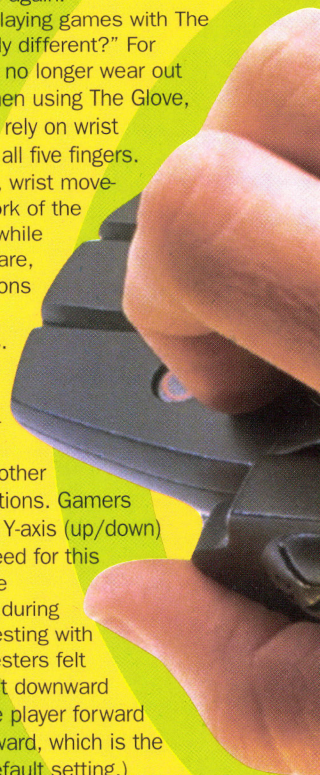
and relax with your hand at your side, behind your back—it doesn't matter."

So gamers can use The Glove with every game. So what? The real question is will they want to. Adam is optimistic that they will. "What The Glove really does is immerse you into the game." (The first thing Adam said to his older brother while giving him an impromptu demo of the key chain prototype was, "Look, I'm Sonic!") This seems to occur most readily with first-

person perspective games such as DOOM, which already invite the gamer to see himself as part of the action. Ullman also feels The Glove may breathe new life into gamers' older titles, as well. "You can make all of your old games brand-new, because you are playing all of your games in such a completely different way. A lot of gamers have a library of games they don't use. [The Glove] makes all of those games fun again."

What makes playing games with The Glove "completely different?" For starters, you will no longer wear out your thumbs. When using The Glove, gamers primarily rely on wrist movements and all five fingers. For most games, wrist movements do the work of the directional pad, while the triangle, square, circle and X buttons are assigned to individual fingers. If players don't like the default button configuration, they may choose from two other built-in configurations. Gamers can also flip the Y-axis (up/down) on-the-fly. The need for this particular feature became evident during extensive play testing with DOOM. (Many testers felt bending the wrist downward should move the player forward instead of backward, which is the case with the default setting.)

Additionally, The Glove has a feature not found in standard pads: simulated analog. With the flip of a slider switch, The Glove's on-board software can mimic analog control, translating slight wrist movements into more subtle character movements. Continuing the DOOM illustration, bending the wrist slightly will make your character walk forward, while bending it farther will make him break





into a full sprint. As Ullman pointed out, this is impossible with digital pad controllers, which are all or nothing. The Glove's X-axis (left/right) also is capable of true analog control for driving games.

With all of this wrist-bending going on, one has legitimate cause to wonder if The Glove is safe to use for extended periods. Given our highly litigious society in which lawsuits threaten to overtake baseball as the national pastime, Reality Quest was understandably concerned about the potential for injury, as well. Adam and Noah turned to their veteran engineers (including an ex-Mattel engineer responsible for Barbie's bending knee joint) for a solution. "We've built in stops so you can't hyper-extend your wrist," assures Adam. "Drummers, for example, get carpal tunnel syndrome because they overextend their wrists and then move their tendons around." Reality Quest's engineers also improved upon earlier designs by adding springs to make The Glove self-centering and reduced the number of wrist sensors that read the angle of the wrist.

The final production model operates with a single sensor arm, eliminating slippage and the need to calibrate The Glove for every user.

Despite The Glove's sleek design and relatively low price (the PlayStation version is scheduled to debut in October at \$89.95), Reality Quest will have to overcome considerable consumer resistance for The Glove to become a runaway hit. People have seen too many gizmos attempt to revolutionize gaming by incorporating more of the body into the game. (Sega's Activator, Mattel's Power Glove and Nintendo's Twister look-alike Power Pad come to mind.) Ullman feels The Glove's 100 percent compatibility will allay many consumers' fears of buying a new peripheral only to watch the supply of games for it rapidly dry up. Even so, will gamers shell out \$90 for a toy? Adam answered this particular question with one of his own: "Are video games toys? The look of the product says it's an electronic device. It looks very sleek, and we've designed it that way for a reason. And it's plugging into an electronic device, as well. So, is it a toy? It's an electronic toy."



**First-person shooters work well with The Glove, as do driving games, which benefit from The Glove's analog X-axis. Fighting fans will like its intuitive button layout.**



**Earlier prototypes were more glove-like than the production model, which relies on an innovative sensor arm to calculate the bend of the wrist.**



# PSX Rated

## Our Philosophy

At P.S.X., we take great pleasure in not pulling any punches in our reviews. We're of the mindset that honest reviews give good games the respect they deserve while helping to stop bad games from happening. Your letters tell us that you trust our opinions, and we're proud to be one of the few gaming magazines to have earned that trust. In the interest of diversity, we let three reviewers tackle each game independently, letting the main reviewer rate the game in four different categories. Remember, no animals were harmed in the writing of these reviews.

WE HELP STOP BAD GAMES FROM HAPPENING

## Our Favorite Games

### TODD

Rage Racer  
NBA Live '97  
MDK

### DINDO

NBA Shoot Out '97  
Armored Core  
Wild Arms

### DAVE

Goal Storm '97  
Wild Arms  
PaRappa the Rapper

### JOE

PaRappa the Rapper  
Bushido Blade  
Tobal No. 2

### GARY

Bushido Blade  
Namco Classics Vol.5  
Tobal No. 2

## Games Reviewed

23 Wild Arms  
26 Broken Helix  
28 Dynasty Warriors  
30 The Crow:  
City of Angels  
32 Rush Hour  
34 Bushido Blade



CAME OF THE MONTH



## P.S.X. Rating System

01-30  
30-40  
40-50  
50-60  
60-70  
70-80  
80-90  
90-100

WOULDN'T USE THIS GAME TO LEVEL A TABLE.

DON'T WASTE YOUR TIME OR YOUR MONEY.

NOT QUITE OUT OF THE CELLAR. NEEDS SOME WORK.

AVERAGE. WE HAVE SOME LOVELY PARTING GIFTS FOR YOU.

NICE TRY. WORTH A LOOK, BUT RENT IT FIRST.

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VERY GOOD. WELL WORTH YOUR TIME AND OURS!

AWESOME. EXCELLENT. TOP-NOTCH. GO BUY IT NOW.



# WILD ARMS



"...the best RPG for the PlayStation to date."



With the launch of the colossal Final Fantasy VII at hand, it would seem ill-advised to even attempt to rival that long-awaited title. Sony Interactive dared to contest this with the release of Wild Arms, which in my opinion is the best RPG for the PlayStation to date.

The people of Filgaia are witnessing the return of the demons to their land. Three characters from different backgrounds will join together to thwart the encroaching evil. You will have to play Rudy, Cecilia and Jack separately until they join forces. This split-group format is used in several areas of the game and adds a great deal of depth to the story line, with over 50 hours of gameplay, including a variety of story sub-plots not vital to the completion of the game.

Wild Arms doesn't just stop at an intriguing plot, but follows it up with a vast world to explore and plenty of monsters to dispose of. Battle sequences use polygonal graphics with impressive lighting effects to give them more flare. The ability to attack with a wide variety of runes by using the Force System gives your group an even greater range of offense. Characters' Force meters go up as the battle progresses, allowing you to take advantage of the power when you need it most. My only gripe here is about the frequency and randomness of monster attacks, something that can become extremely annoying at times.

With a solid presentation from Sony Interactive, I have to recommend this for RPG players. While you are sitting back with your fingers crossed, hoping FFVII is as good as they say it will be, why don't you try a game that is good?



## BONUS TIP

Later in the game, use the Golem to wade through shallow water and to traverse great distances without being attacked.

dave



Developer: SCEI Publisher: SCEI  
# of Players: 1 Type of Game: RPG Memory Card: 1

92

Graphics

81

Sound

90

Originality

95

Gameplay

Overall

94

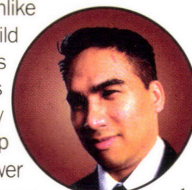
## Counterpoints



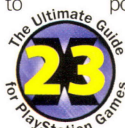
joe

My first impression of this game could be summed up in one word: elegant. Wild Arms is a very carefully crafted game full of nifty plot twists and tons of puzzles. As Din says, the puzzles aren't excruciatingly difficult, but there are just so darned many of them that you'll find yourself challenged nonetheless. Wild Arms does have that one characteristic which is my pet peeve of RPG games: It doesn't show monsters! Not until you've already been attacked, anyway. That's just so irritating! I'm also not too hot on superdeformed Precious Moments characters. Still, it's an immense game, and quite satisfying. I would without question recommend it to any fan of the classic RPG.

Wild Arms has all the makings of an RPG game. From the story line to the action, this game will captivate you. Unlike other RPGs that leave you short in adventuring, Wild Arms' immense story line will show you what an RPG is all about. There was a time when Dave thought he was almost at the end of the game, and then another story unfolded. What I like about WA is that it makes you keep wanting to go further into the story. And finding newer ARMS for Rudy and attacking skills for Jack makes it more intriguing. The puzzles are interesting and fun, not difficult. But don't let that bother you. The mixture of sprite and 3-D polygons has been done well. I love the classic RPG-style towns and dungeons. Check out our strategy.



dindo











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# BROKEN HELIX

"...one ingredient sorely lacking in Broken Helix: fun."



roken Helix is yet another example of an ambitious game concept ruined by sub-par gameplay.

Set in the infamous Area 51, Broken Helix tells the story of Jake Burton, an army demolitions expert sent into the mysterious installation to diffuse a pair of bombs set by a seemingly mad scientist. The real intrigue begins after Jake diffuses the bombs, at which point Jake's Marine "comrades" turn on him and begin hunting him.

If I were scoring Broken Helix on its story alone, I'd give it high marks. The complex story unfolds through 56 movies and 95 minutes of voice audio! The problem is the game's bland looks and clunky play mechanics will cause all but the most persistent gamers to walk away from Broken Helix before viewing much of the story.

Part of the problem is the game's behind-the-back viewing angle; Jake frequently obscures the player's view of enemies, particularly when they are directly in front of him. Also, when Jake shoots bad guys with his high-voltage gun, he only *stuns* them. When I shoot people in a video game, I want them to die and stay dead, dammit!

Broken Helix's most redeeming quality is the voice acting of Bruce Campbell (*Evil Dead* and *Brisco County Jr.* fame). His humorous one-liners, including his *Evil Dead* catch phrase: "Groovy," make the game more bearable. At another point, however, Jake asks, "Alright, who's having fun? Raise your hand," unwittingly calling attention to the one ingredient sorely lacking in Broken Helix: fun.

## BONUS TIP

To avoid being seen by floating security cameras scattered throughout the installation, try stunning them from an adjoining room through an open window.

g  
a  
r  
y



Developer: Konami

Publisher: Konami

# of Players: 1

Type of Game: Shooter

Memory Card: 1 block

60

Graphics

90

Sound

85

Originality

55

Gameplay

Overall

62

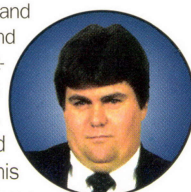
## Counterpoints



joe

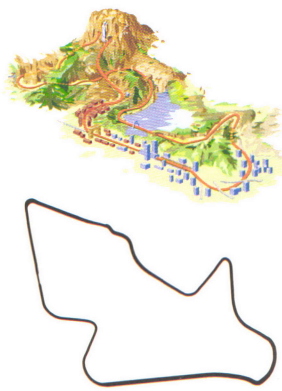
Gary, I couldn't agree with you more. This is one of those titles that really should have been spectacular—but isn't. I think the designers focused a little too heavily on the superficial things, like Jake's catchy little Duke Nukem-like one-liners. As much as I adore Campbell's other work ("WHO'S LAUGHING NOW?!"), and as much as I thought his voice added to the game, it's just no substitute for quality gameplay. The controls are clumsy and poorly configured, and the graphics (with the exception of the cinemas) are just plain ugly. A great story doesn't save this game from itself. I certainly wouldn't put Broken Helix on my must-play list. I'll tape the audio and trade the game. Sorry.

Broken Helix looks good and plays great. The cinemas are well done and so are the voices. I really enjoyed the story and I really got into the missions. They were very addictive and at times I didn't want to put this game down. Fans of strategy/RPG-type games will have their hands full with this game. Konami did a very good job on the graphics. Broken Helix has the total package: good gameplay, good graphics and a good story. It would be wise to start this game on a Friday and play it throughout the weekend. If you are anything like me, when you start a good game, you never want to put it away—you just have to finish it. If you don't have this game on your must-play list, put it on now!

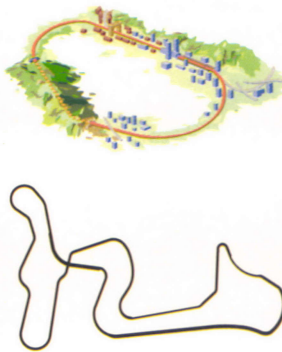
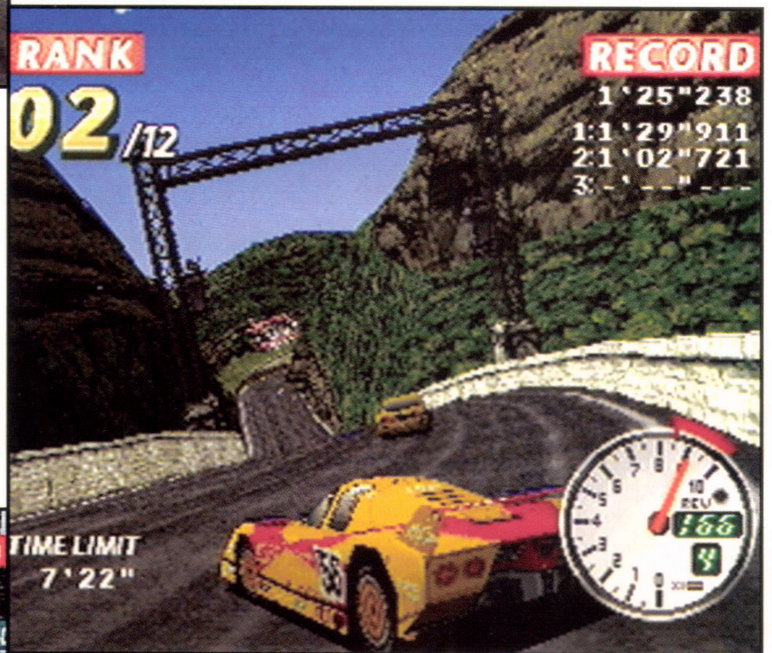


todd





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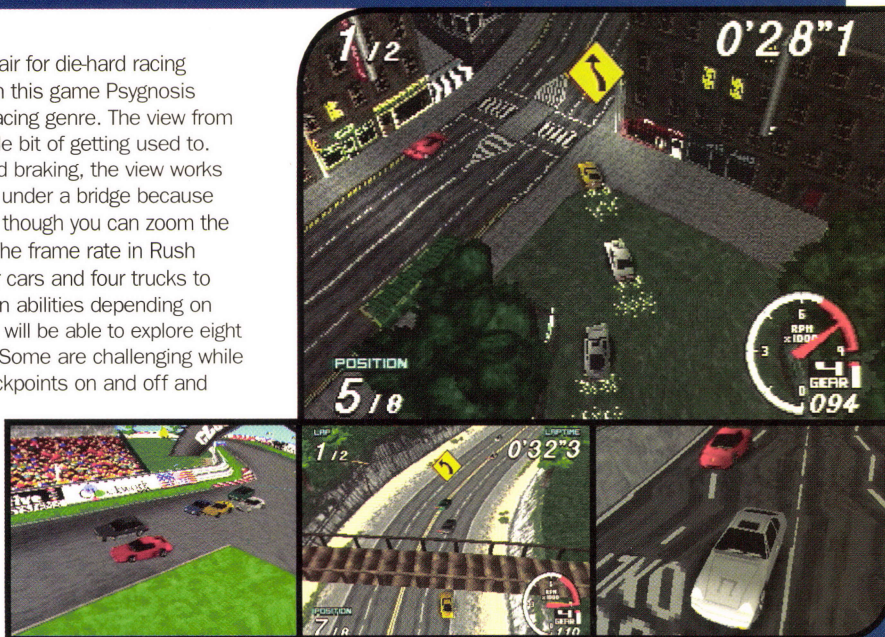


# RUSH HOUR

"Psygnosis has put the pedal to the metal with this game."



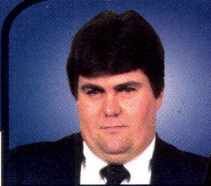
Rush Hour is a breath of fresh air for die-hard racing fanatics, myself included. With this game Psygnosis has spiced up the top-down racing genre. The view from above works but it takes a little bit of getting used to. Once you get accustomed to cornering and braking, the view works well and only becomes a pain when going under a bridge because you lose site and control of your car. Even though you can zoom the camera out, this can be very distracting. The frame rate in Rush Hour is better than average. You have four cars and four trucks to choose from and each of them has its own abilities depending on what type of terrain you are racing on. You will be able to explore eight completely different racing environments. Some are challenging while others are too easy. You can turn the checkpoints on and off and race strictly for position. I preferred to leave them on. Never mind winning; on certain tracks just finishing the race in the Checkpoint Mode was a challenge. The game's artificial intelligence is excellent, and the computerized drivers will test your driving knowledge and your patience by pushing you to the outside on high turns and nudging you as you come off of a corner. This feature really keeps you on your toes and elevates Rush Hour from an average game to a good game. You may be in first place one moment and in last place the next. Psygnosis has put the pedal to the metal with this title. They have created a highly detailed racing game that looks good, has wonderfully detailed tracks with different racing terrain and is a lot of fun to play. However, losing site of your car is a factor that could detract some from really enjoying this title.



## ZOOM OUT

If you are having trouble following your car when it goes under a bridge, you can pull back on the camera and then you will be able to better view the action and avoid any unnecessary collisions with the other drivers.

todd



Developer: **Clockwork Games** Publisher: **Psygnosis**  
# of Players: **1 or 2** Type of Game: **Racing** Memory Card: **One Slot**

**80**

Graphics

**79**

Sound

**80**

Originality

**83**

Gameplay

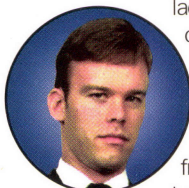
Overall

**81**

## Counterpoints

Because of its top-down viewing perspective, Rush Hour lacks the exhilarating sensation of speed found in other driving games, such as *Rage Racer*. Still, I found myself reaching for the controller for "just one more game" again and again. I think that was mainly due to Rush Hour's imaginative track designs, which are some of the best in recent memory. Courses suddenly change from six lanes to one with little warning, and challenging hairpins spring from nowhere. For me, the key to winning was finding which shortcuts to use. I do have to disagree with Todd regarding enemy AI, which I found to be substandard in places; computer cars frequently piled up in hairpins, totally blocking my path.

Rush Hour is not your typical racing game. Even though the Matchbox racing perspective is not as intense as the other racing games, this perspective gives the game some originality. In fact, I have more fun playing this game than other racers out there. Unlike Todd, the view of the game didn't throw me off. If you have some problems locating your car, you can zoom back so you can see more of the field (track). The design of the tracks are exceptionally well-done. The title of the game should have more emphasis on the gameplay though. The highways and roads lacked traffic. This could've been more fun and challenging with more vehicles on the road. Rush Hour is not a sure-buy, but it's worth taking a look at.



**gary**



**dindo**



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# BUSHIDO BLADE

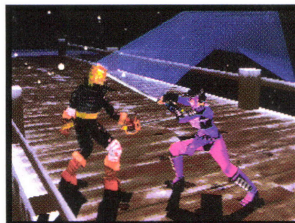
"One well-placed blow puts an end to your fighting career."



ow. You cringe as a blade whistles by your ear. Too close. You back away, blocking and parrying furiously, realizing that fate might not be so kind the next time you let your guard down. Still, you find yourself distracted by the unholy gleam in your opponent's eye as she forces you into a grove of slender bamboo trees. She snarls and sweeps her meter-long blade in a wide arc, just barely brushing your own. Suddenly, you hear a soft rustling which quickly grows in volume. By the time you realize that the sound is a bamboo tree preparing to fall on your head, it's already too late. This time, the distraction is fatal, as the deadly beauty drives her blade deep into your unguarded throat. One well-placed blow puts an end to your fighting career. Better luck next time.

So goes life in the harsh, realistic world of Bushido Blade, one of the most unusual and extraordinary fighting games ever. Bushido Blade is a fighter in a class by itself, with a number of unique options not seen in any other fighting game on the market.

The Default Mode in this game puts fighters, not in an enclosed arena, but in a huge, multileveled 3-D world, giving players the freedom to roam across this huge landscape. Adding to the variety is a wide choice of weapons, each with three distinct stances that offer three different sets of moves per weapon. One of the greatest features is the ability to inflict different amounts of damage depending on the location of the hit: A low strike might take out one leg and put your opponent on one knee; a poorly aimed high attack can leave your opponent's arm hanging limp at his side. Bushido Blade is complex and challenging, and well worth a close look.



## BONUS TIP

This game requires you not only to win, but to win with honor; so don't strike while your enemy's back is turned or you will be eliminated from further competition.

joe



Developer: **Light Weight** Publisher: **Squaresoft**  
# of Players: **1 or 2** Type of Game: **Fighting** Memory Card: **1 slot**

**87**

Graphics

**85**

Sound

**92**

Originality

**95**

Gameplay

Overall  
**93**

## Counterpoints

As my score clearly indicates, I'm somewhere between Joe and Dindo on this one. Dindo's criticism of Bushido Blade's backgrounds are accurate, but they don't detract that much from the game. Din also was correct to point out that many duels are shockingly abrupt, but what would you expect in a sword-fighting sim? Spending about 30 minutes in the Training Mode should help most gamers hang in there a bit longer. One thing about BB that disappointed me was the analog control, which I found to be a bit sluggish. Double-tap motions also are a real chore to perform with those stubby sticks. The force feedback is even worse; blows produce mild buzzes instead of crisp jolts.

Don't believe the hype. After playing I wasn't impressed. Yes, I have to admit it has a unique fighting engine, but I can't say this is a true fighting game. I think this is more like an action game in a smaller world. Running around trying to defeat your opponent with a single hit is not what I expected. It may be realistic to die in these circumstances, but if your limbs below your torso have been badly damaged, do you think you'll be able to continue to fight? The fighting movements of characters are well-animated; that I have to applaud, but the backgrounds need some attention. Bushido Blade does not appeal to me, but it may appeal to others. If you ask me who, I don't know. I'd rather play Tobal No. 2.



gary



dindo





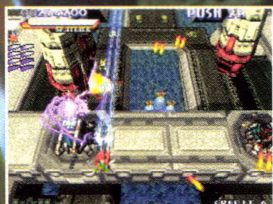
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Nothing Else!**



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# DYNASTY WARRIORS

"Players have an unusual number of defensive options."



Koei has come out with a solid weapon-based fighting game based on their successful strategy title Romance of the Three Kingdoms. Featuring actual characters taken from Chinese history, Dynasty Warriors is something like a hybrid of Namco's Tekken and Soul Blade. The characters are rendered in the somewhat-blocky Tekken style, but they fight with a number of different weapons, allowing the fighters to perform many unusual attacks.

This is one fighting title in which players have an unusual number of defensive options. In addition to the standard blocking move, fighters can counter an attack with a parry move that momentarily stuns the opponent, offering an opening in which to land a few choice blows.

Also, fighters have the option of dodging certain attacks, which leaves the opponent's back vulnerable to attack. These defensive moves, however, must be timed perfectly, or else the enemy is likely to land a devastating blow.

Of course, the game also comes equipped with combo attacks; some are executed with a simple triple-tap on a single button, while others require complex orchestration of direction pad and attack buttons. This allows the game to be picked

up quickly by beginners while still offering a significant challenge to long-time fans of other popular fighting games.

The biggest problem Dynasty Warriors faces is a lack of variety. The different attacks are very similar in appearance, with few truly spectacular moves. Because of this, the game may appeal mostly to fans of Koei's strategy titles. Still, it's a well-designed game that should provide a new challenge for fighting fans.

## BONUS TIP

Learn the short combos for each character. These will give you a quick and devastating attack for use after parrying or dodging your opponent's attacks.

joe



Developer: Omega Force  
# of Players: 1 or 2 Type of Game: Fighting Memory Card: 1 slot

85

Graphics

80

Sound

85

Originality

83

Gameplay

Overall

84

## Counterpoints

Joe pretty much nailed this one, so there's little to elaborate on. The fighting in Dynasty Warriors is fast and intense, albeit far less realistic than the other weapon-based fighting game reviewed in this issue: Bushido Blade. With Bushido, Square attempted to infuse the genre with some sorely need originality, with mixed results. Koei, in contrast, was content to follow the path paved by other recent sword fighting games, such as Namco's Soul Blade. The fact that Dynasty Warriors contains characters from Koei's historical war simulations does little for the game; it's nothing more than a novelty and is most likely intended for Japanese consumption. Despite being far from revolutionary, DW is a solid title.

Kudos to Koei on their first successful fighting game, Dynasty Warriors. On the same wavelength as Joe, this game is a cross between Soul Blade and Tekken. Each character has a weapon that he can use to perform combos and super moves. The moves are fairly easy and don't require a lot of button combinations just like Soul Blade. In reference to Tekken, the combos are performed by pressing series of buttons which requires a bit of timing. Graphically, even though the characters are somewhat blocky, the animations are fairly smooth and well-animated. Awesome super moves. I can't say that this will mostly appeal to fans of Koei's strategy titles, but it should appeal to all who love fighting games.



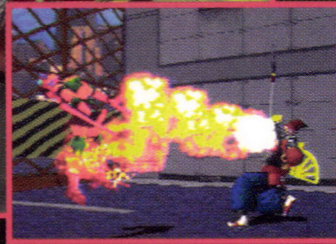
gary



dindo



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If you consider death charming.



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# THE CROW: CITY OF ANGELS

"...another limp movie adaptation from Acclaim."

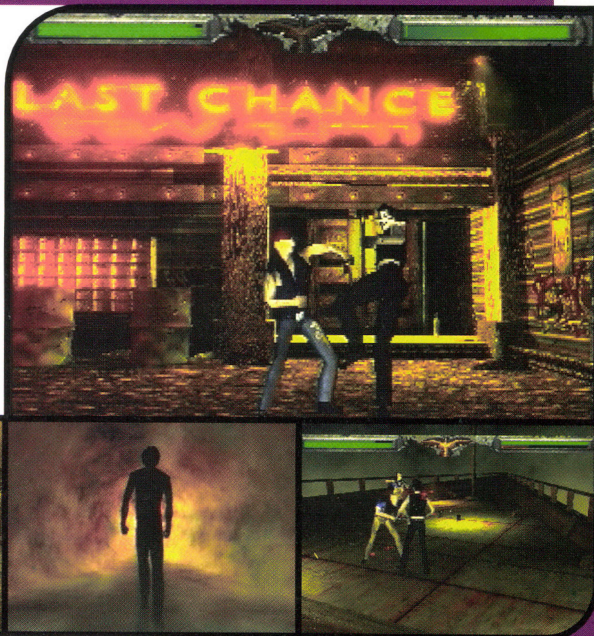


Following in the not-so-proud tradition of Dragon Heart: Fire and Steel and Batman Forever: The Arcade Game, The Crow: City of Angels is another limp movie adaptation from Acclaim. The Crow is a 3-D fighting game that bears a striking resemblance to ASC's yawner, Perfect Weapon. Surprisingly, Gray Matter, the game's developer, learned little from Perfect Weapon's shortcomings; The Crow has the same sluggish control and disorienting camera cuts that made Perfect Weapon so aggravating. At least the main character in Perfect Weapon had an impressive repertoire of moves, something The Crow lacks.

The game tells the story of Ashe, a murdered man who returns from the dead to set things right. Apparently, setting things right means beating the snot out of dozens of street punks, dope fiends and other assorted riff-raff.

The characters in The Crow are large and reasonably well-animated; however, they don't "inhabit" the game's flat, 2-D backgrounds well at all. Perhaps some light-sourcing or some 3-D objects within each scene would have made the illusion a little more convincing.

Acclaim could have chosen to do The Crow as a Final Fight-like side-scrolling brawler. Had they done so, the game at least might have been fun for younger PlayStation owners, but the game's high level of graphic violence makes this game for adults only, who are sure to be disappointed.



## BONUS TIP

UPPERCUT Up + Punch  
RIGHT BACKHAND Right + Punch  
LEFT BACKHAND Left + Punch  
SPINNING KICK Right or Left + Kick  
MULE KICK Down + Kick

gary



Developer: **Gray Matter** Publisher: **Acclaim**  
# of Players: **1** Type of Game: **Fighting** Memory Card: **1 Block**

32

Graphics

25

Sound

10

Originality

30

Gameplay

Overall

32

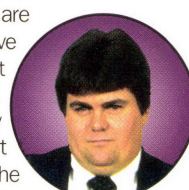
## Counterpoints

Wow. I'd heard negative things about this game, but I really wasn't prepared for the Crow's almost complete lack of redeeming qualities. In this case, to paraphrase my buddy Dindo, believe the hype. It's that bad. OK, OK, it's not the worst PlayStation game I've ever seen, but it sure isn't good. Where to begin? How about the absolutely ridiculous animations of the "hero," Ashe. His walking animation—the one you watch most often—makes it look like the guy needs to find a bathroom. What a hero. And his attacks take so long to cycle to the actual movement animation that when I first picked the game up, I thought my controller's buttons weren't working. Two words: Don't bother.

This game is an embarrassment! I totally agree with my two counterparts (for a change.) The animations are terrible and this title is close to the worst game I have played on any system. This is the type of game that goes a long way in ruining the movie-to-game scenario. The Crow: COA looks very rushed and isn't fun to play at all. If you liked the movie, odds are you might want to rent this game only if you have a strong stomach. The graphics are below-average and the frame rate is horrible. The attacks take so long to execute that you can actually count to 10. The only way that I would play this game again was if I was on an island and this was the only game I had. Thinking about it further, I would swim.



joe



todd



# The Odds are against you.



He's skinny. He wears a loincloth. He has no weapons.  
(He's the guy that you play.)





Walk. Talk. Feel. Hide. Think. And take on the ugliest bunch of carnivorous crustaceans this side of a baboon's butt in a new kind of game and a brave new world of interaction.

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Communicate with real characters. But, not in some cardboard RPG. Blow away your enemies. But not in some



don't get mad: get elum



between a paramite and a hard place



possession is 9/10ths of the law



# Meet the Odds.



one-dimensional shooter. Solve wicked situations and wicked enemies. But, not in some wallpaper puzzle game.

ODDWORLD: ABE'S ODDYSEE takes every game genre

you've ever seen and blends them into one seamless, surreal, sensory overload of pure gaming. So take your loinclothed butt and claim your destiny. Savior. Or salami.

## ODDWORLD: ABE'S ODDYSEE

I N O D D W E T R U S T

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# PSX SPORTS

## Fast Track

**I**t's a month before E<sup>3</sup> as of this writing, a sort of spring training season for sports titles. Many companies are announcing "tentative" plans for new sports games, including a number of sequels and plenty of what are sure to be quality titles. Most companies, however, are being pretty tight-lipped about their releases, which is largely due to the fast approach of Atlanta's Electronic Entertainment Exposition. See, most companies want to turn E<sup>3</sup> into a major event, and they feel that the event loses its power if too much is known about their new titles beforehand. It's a valid idea, but one that puts us, the gaming press, in something of an unpleasant position. Namely, we know that there are a ton of great new titles coming out, but we don't know much (if anything) about them. Want some names? How about

Pennant Race '97? That's right, Sony's preparing a sequel to their hot baseball title, to be officially unveiled at E<sup>3</sup>.

Want another name? How about Madden 98? From all accounts, it seems to be even better than last year's amazing release. And it's another title that is said to be slated for its official unveiling at E<sup>3</sup>.

Still, we've managed to get the inside story on a few very sharp-looking titles. See for yourself: This month we offer early looks at a unique racer which is a collaboration between Europe's Merit Studios and Ocean Software.

We also take a look at Virgin Interactive's new hockey title, NHL Powerplay '98. This game appears to offer all the speed and intensity you'd expect from a National Hockey League title, with a surprisingly formidable artificial intelligence that very well may



See our review of Psygnosis' new racer, Rush Hour, on page 32.

make playing against the computer every bit as challenging as playing against a human opponent.

You'll hear about the big-name games next month, including Accolade's newest Test Drive title, Test Drive 4. This game is said to be something like a cross between Rage Racer and Need for Speed II. Until then, remember that a game doesn't have to be a sequel to be good. Some of the greatest games of all time have been the most obscure.

## Eutechnyx

# Motor Mash

**M**otor Mash is a cartoon-style racing fighter from Eutechnyx, a new collaboration of England's Merit Studios and Ocean Software. The game pits 12 highly unique cartoon characters against each other in a top-down racing extravaganza reminiscent of Micro Machines or Rush Hour. Characters like Robert DeZero, Action Stan, Cliché Woman and Buck Thruster compete on 48 different tracks spreading over six different "themes": City, Wild West, Nightmare, Atlantis, Arctic and Amazon.

Each environment offers its own dangers, including Runaway Trains, Man-Eating Plants, Giant Pumpkins and Killer Snowmen.

Power-ups will be

scattered across the tracks, allowing the characters plenty of opportunities to run each other off the road. Furthermore, there will be plenty of track elements to keep things interesting, like multiple levels, ramps, jumps and elevators.

Like Street Racer or Mario Kart, Motor Mash relies heavily upon wacky competitive play. With this in mind, it's likely to enjoy the surprising longevity characteristic of those other games. Look for this interesting new title to hit store shelves near you in the coming months.



## STARTING LINEUP

**THEME**  
Racing

**PLAYERS**  
1 or 2

**LICENSES**  
None

**CHALLENGE**  
Variable



# UNLEASH THE POWER OF MAGIC ON PLAYSTATION.™



Welcome to the ultimate war of the wizards where a mystic armory of 220 spells and a supernatural legion of creatures and powers await you! Duel real-time with a real opponent or wage a campaign against an alliance of wizards in the vast uncharted continent of Corondor.



Discover the mystical attributes of all-powerful spells.



Battle against a human opponent in split-screen mode.



Summon wondrous creatures and artifacts to vanquish your foes.



Terrain plays a key role in your conquest.



Conquer the continent of Corondor in Campaign mode.



**Wizards**  
OF THE COAST®



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Virgin Int.

# NHL Powerplay '98

**V**irgin has sharpened their skates and returned to the ice once again for Power Play '98. Virgin has made a host of improvements in their already excellent game, making it a real contender for the PlayStation cup.

Two of the main criticisms of last year's

better than its predecessor; Radical created all-new player models and reshot all of their motion-capture footage to insure their players will move as realistically as possible. They also added left-handed players, which not only make the game look more realistic but also necessitate changes in strategy. Power Play '98

also includes all the NHL's top teams and new logos. Additionally, when you create a player, his name and number appear on the back of his jersey.

One feature that really separates Power Play '98 from the rest of the pack is the inclusion of both NHL and World Leagues. Gamers will be able to face off against the best teams from the U.S., Canada and the rest of the world. World

League games that end in a tie will be decided by a shoot-out.

Virgin wasn't content to make only cosmetic enhancements in their hockey title; they also beefed up the artificial intelligence to make Power Play '98 as challenging and realistic as possible. The game's teams use strategies of their real-life counterparts, so look for Vancouver to carry-in and Philly to dump and chase. Some goalies will tend to stay in the crease, while others will dart out to intercept passes or cover loose pucks. Virgin also added fake shots, hooking and stumble passes to thwart your opponents. Faking in particular can be used to throw goalies off balance, but watch out; the fancier you get with your puck handling, the more likely you'll turn the puck over.

As far as human competition is concerned, players will get the chance to face off against seven human opponents through the use of the PlayStation's multitap controller adapter. Just make sure to keep the body checking to a minimum, fellas.

The game is slated to hit store shelves in the busy month of September, so if you haven't picked up a hockey title for the PlayStation, you may want to give Virgin's Power Play '98 a shot.



**Play as any NHL team or go up against the best teams from all over the world.**

version were the lack of season stat tracking and the absence of fighting. Virgin took gamers' suggestions to heart and added both to Power Play '98. The computer now keeps track of your entire team's stats and even picks an all-star team based on player performance. As for the fights, they will be hard-hitting and will reflect players' actual predispositions to fight. In other words, the guys who are real-life goons will be most likely to drop their gloves in Power Play '98.

Power Play '98 also promises to look



## IS IT LIVE, OR...?



NHL Powerplay '98 will feature a dynamic camera that follows the action around the ice, zooming in for close shots and zooming out to take in the whole picture. In addition, replays will be able to be viewed



from any angle, from directly next to the puck to high overhead and any position in between. The camera will swing realistically from one position to the other, giving the feel of real TV broadcasting.



## STARTING LINEUP

**THEME**  
Hockey

**PLAYERS**  
1-8

**LICENSES**

**CHALLENGE**  
Variable



VALLAH

ALL MUSCLE VIKING PRINCESS SEEKS SHORT-TERM RELATIONSHIPS WITH CERTIFIABLE MANIACS. DESIRE TO PARTICIPATE IN FEROCIOUS AND BLOODY BATTLES-TO-THE-DEATH A NECESSITY. MUST ENJOY BEING SKEWERED WITH A SWORD, DISMEMBERED BY AN AXE OR SHIELD BASHED ON THE SKULL. MUST ALSO HAVE COMPARABLE SUPERHUMAN POWERS OF HYPNOTIC CONTAINMENT AND FLESH-RIPPING COUNTER MEASURES. SHE WON'T STEAL YOUR HEART, SHE'LL RIP IT OUT.



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now playing

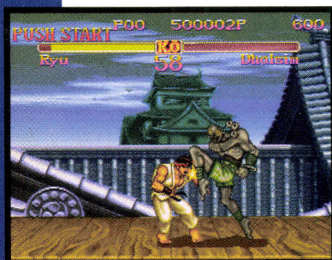


THE LATEST PLAYSTATION GAMES TO HIT THE STORES

# SSF2 Collection



BEFORE CAPCOM LEARNED TO COUNT TO III, THERE WAS SSF2



Chun-Li's fireball attack is a bit "flashier" in Super Street Fighter II.

THEME  
Fighting

# OF PLAYERS  
1 or 2

# OF LEVELS  
N/A

CHALLENGE  
Variable

PUBLISHER  
Capcom

## FAST FACTS

One of the largest fighting games of its day, Super Street Fighter II had 16 selectable characters.

While PlayStation owners anxiously await the arrival of either Street Fighter III or Street Fighter EX, Capcom has a little ace up their sleeve to keep SF fans busy: Super Street Fighter II Collection. While gamers may have been underwhelmed with the 16-Bit translations of Super Street Fighter II (rumors persist of tens of thousands of cartridges still gathering dust in some faraway warehouse), SSF2 Collection promises to be a pixel-perfect translation of all three incarnations of the game: Super Street Fighter II, Super Street Fighter II Turbo and Street Fighter Zero 2, which never made it to U.S. shores.

While more recent fighting games, such as Soul Blade or Battle Arena Toshinden 3 may be flashier, many fighting purists feel Super Street Fighter II blows them away in terms of technique. Forget about scoring 10-hit combos at the touch of a button; every hit in SSF2 must be earned the old-fashioned way.

All of gamers' old favorites, such as Ryu, Ken, Guile and Chun-Li, returned for SSF2 as did all of SF2's Bosses. Additionally, four new world warriors stepped onto center stage: the beautiful but deadly Cammy, the proud warrior T.Hawk, the reggae-loving kickboxer Dee Jay, and the Bruce Lee-inspired Fei Long. SSF2 also marked the first appearance of the mighty Akuma, who was a hidden character.

Before Akuma, Bison was SF's most feared character.



The characters are more mature looking than they appeared in the Street Fighter Alpha series (as evidenced by their head shots in particular), which were prequels to Street Fighter II. They are large and well-animated and contain many of the frames sacrificed for the 16-Bit versions of the game.

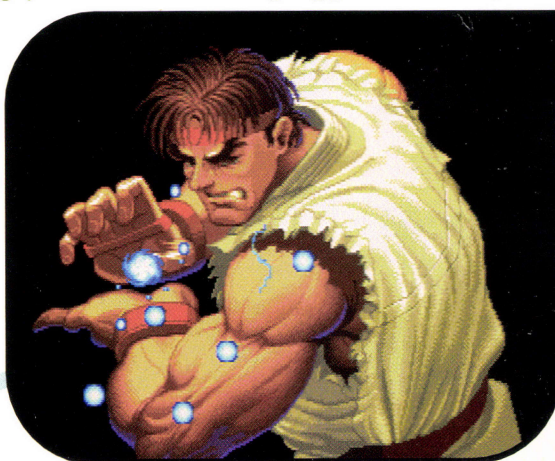
SSF2's fighting engine essentially is the same as its seminal predecessor, the only substantial addition being the Super Meter at the bottom of the screen. As in Marvel Super Heroes, the L1 and R1 buttons are utilized for fierce kicks and punches, but this presents less of a problem in SSF2 Collection, since all three Kick or Punch buttons do not have to be pressed simultaneously, which is a real chore with the standard PlayStation controller. Still, a fighting stick is always a good investment for true fighting fans.

Often imitated but seldom rivaled, the SF engine has held up remarkably well. Give Super Street



...WHY YOU FELL IN LOVE WITH FIGHTERS IN THE FIRST PLACE.

Fighter II Collection a try and remember why you fell in love with fighting games in the first place.







# Ogre Battle

now playing

THE SUPER NES CLASSIC FIGHTS ITS WAY TO THE PS

**O**gre Battle: The March of the Black Queen is an intense strategy role-playing game in the vein of Vandal Hearts or Final Fantasy Tactics, with a sweeping, epic story that changes depending on your actions within the game. A translation of the much-loved, but hard-to-find Super Nintendo title, Ogre Battle offers a number of enhancements for the PlayStation, like improved special effects (especially connected to spells and other magical abilities), improved sound and updated graphics.

In Ogre Battle you play the role of the leader of the rebellion set on overthrowing the Zeteginean empire. It seems that an evil power has torn leadership of the land from its rightful owner, and you begin your quest set on returning power to the proper ruler. Over the course of the game, you will recruit others to join you in your fight, eventually developing an entire army



which is yours to command. Do not expect, however, that surviving in this world will be easy. Not only will you have those loyal to the present Empire to compete with, you must also fight dissension in your own ranks—and in your own mind as well.

You see, like many other quality RPGs, Ogre Battle offers the player the ability to choose his own morality, much like choosing one's alignment in Dungeons and Dragons. This is not some mere superficial choice, however; your alignment is determined based on your actions throughout the game. Thus, the rebellion may be good, evil or neutral, depending on how you conduct your affairs. The game has 13 different endings, which are going to be determined by your actions, as well.

With the success that strategy RPGs are presently enjoying,

there is little doubt that Ogre Battle will become as popular on the PlayStation as it was on the Super NES. With its enhancements, it is certain to be among the best-loved titles in the PlayStation RPG library.



**THEME**  
Strategy

**# OF PLAYERS**  
1

**# OF LEVELS**  
N/A

**CHALLENGE**  
Difficult

**PUBLISHER**  
Atlus

LOOK OUT



now playing

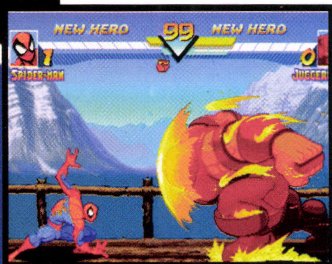


THE LATEST PLAYSTATION GAMES TO HIT THE STORES

# Marvel Super Heroes



MARVEL + CAPCOM = FIGHTING NIRVANA



Everyone's favorite comic book heroes are coming to the PlayStation.

THEME  
Fighting

# OF PLAYERS  
1 or 2

# OF LEVELS  
N/A

CHALLENGE  
Variable

PUBLISHER  
Capcom

## FAST FACTS

Last December, Marvel filed for Chapter 11 bankruptcy to pay off the debt it has incurred since its 1993 expansion.

**F**ans of tried-and-true 2-D fighting need look no further. Marvel Super Heroes uses Capcom's workhorse Street Fighter engine to serve up solid fighting fun. While many feel Capcom may have gone to the SF well a few too many times, Marvel Super Heroes may have enough innovations to carve out a niche for itself.

The game's plot (inasmuch as a fighting game can have a plot) is loosely based on a multi-title Marvel series detailing the world's greatest heroes' (and villains') search for six powerful Infinity Gems. Once acquired, Infinity Gems give each Marvel superhero unique abilities. For instance, when Spider-Man acquires the Gem of Power, he gains a mirror image of himself, capable of attacking baffled foes from behind. Wolverine and Captain America acquire deadly shadow moves, while Juggernaut and Magneto become temporarily invincible.

For those unfamiliar with the arcade version, Marvel Super Heroes looks and plays much like previous Capcom fighters. Playfields, however, are almost as high as they are wide, enabling characters to vault high into the air and strike opponents from above. Although still early, the PlayStation version looks quite good, despite missing a few frames of animation due to the PS' RAM limitations.

For the most part, moves are performed with now-familiar quarter circle and charge motions. Since Marvel Super Heroes has three Punch and Kick buttons, Fierce Kicks and

Punches had to be assigned to the Shoulder buttons, making it a real chore to perform certain combos. Anyone thinking of purchasing the game may also want to invest in a good fighting stick.

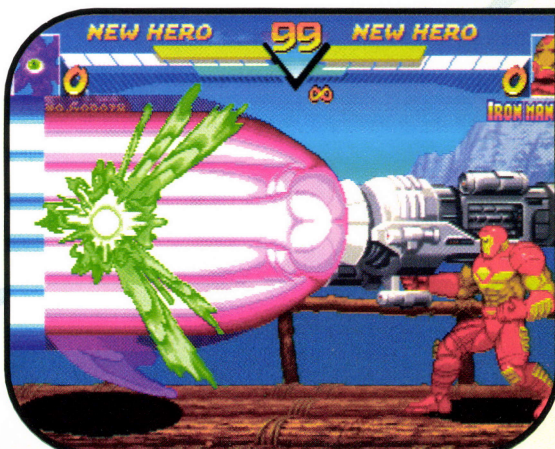
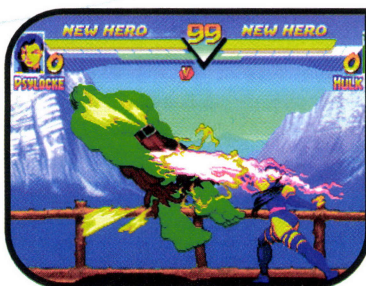
Although Marvel Super Heroes has only 10



characters, it contains many of Marvel's favorite characters. Iron Man, Spider-Man, Captain America, Hulk, Magneto and Juggernaut all made the cut, as did Psylocke, Blackheart and Shumagorath, a purple creature from another dimension who looks a bit like Squidly Diddley.

**INFINITY GEMS GIVE EACH HERO UNIQUE ABILITIES.**

Both Street Fighter and Marvel fans will want to give Marvel Super Heroes a look.



The Ultimate Guide  
44  
for PlayStation Games





# Time Crisis

now playing



## NAMCO HAS A CRISIS ON THEIR HANDS

**S** Saturn owners have been blessed with two outstanding translations of Sega's exciting Virtua Cop arcade series. In contrast, such clunkers as Horned Owl and Area 51 have made many PlayStation owners want to shoot their TVs for real. It looks as though the tide will be turning in favor of PlayStation shooting fans with the forthcoming release of Namco's Time Crisis.

Originally programmed for Namco's workhorse System 11 arcade board, Time Crisis has made the transition to the PlayStation with ease, since the two share very similar chip architecture.

Rather than ripping off the Virtua Cop series, Namco one-upped Sega by adding an action pedal to the arcade version of Time Crisis. Pressing the pedal allowed the player to "duck" behind crates, statues and other on-screen objects. This added some much-needed strategy to the



genre. The PlayStation version will preserve this unusual function.

Namco is releasing Time Crisis with their revolutionary guNcon, an exceptionally accurate controller that plugs directly into the video output of the PlayStation in order to offer unprecedented precision. The aforementioned dodge ability is integrated into the light gun through a specially configured controller button.

The PlayStation version also offers some extras not found in the arcade version. The disc features two new levels not seen in the arcade, as well as multiple rendered endings which are awarded depending on the player's performance.

Many PlayStation owners are reluctant to purchase light guns due to the lack of quality titles available

for the peripheral.

And of course, no one without a light gun wants to buy

a shooting game. Namco is offering a solution to this problem by packaging Time Crisis and the guNcon together and selling the package for little or no more than a standard PlayStation title.



**THEME**  
Shooter

**# OF PLAYERS**  
1

**# OF LEVELS**  
N/A

**CHALLENGE**  
Moderate

**PUBLISHER**  
Namco



UNLEASHED  
THIS  
SEPTEMBER

**JERSEY  
DEVIL**

A diabolical  
product from

**malofilm**  
interactive

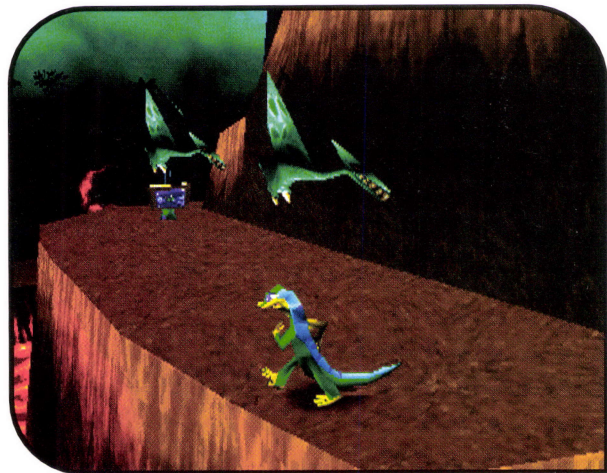
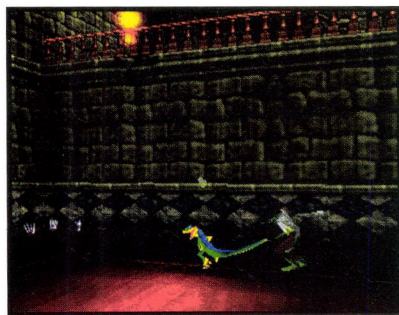


## GEX: Enter the Gecko

**C**rystal Dynamics' wall-crawlin', wise-crackin' platform hero returns for yet another adventure, only this time he will boldly go where no gecko has gone before: into the third dimension. That's right. GEX: Enter the Gecko will be a 3-D, non-linear platform title in the same vein as Mario 64 or Bubsy 3-D. Players will be free to roam anywhere they want at any time, adding loads of replay value and exploration to Gex's already excellent platforming fun.

Like the first title, Enter the Gecko's humor will rely heavily on parody and the wit of stand-up comedian Dana Gould. The game also is being scripted by *Simpsons* writer and *Naked Truth* producer Rob Cohen, ensuring Gex's razor tongue will be as sharp as ever.

Gex thought he dispatched his nemesis Rez for good at the end of the last game. He was wrong. At the beginning



Enter the Gecko's levels will be totally non-linear, allowing Gex to go anywhere he wants at any time.

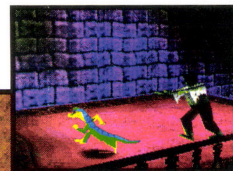


of Enter the Gecko, our hero is drafted into duty by a pair of government agents bearing a striking resemblance to an X-tra popular duo from a certain Fox program. It seems Rez has returned, and it's up to Gex to re-enter the virtual environment of his television to put an end to him once and for all.

Each of Enter the Gecko's five worlds are themed after a specific movie or television genre, including sci-fi, horror, prehistoric, kung fu and secret worlds. Given the wealth of source material for each of these genres, Dana Gould and Rob Cohen should have plenty to parody. In the horror world, for instance,

Gex must run about a haunted mansion collecting Freddy gloves while avoiding such enemies as "Hucky" dolls, small knife-wielding toys that persistently pursue our hero, even after losing their heads. There's also a large spectre resembling the ghost in *The Frighteners* who springs to life from the very walls of the mansion.

In the prehistoric



Decaying zombies that can be tail whipped into pieces will hound Gex at every turn.

world, Gex encounters a spiky-tailed primitive ancestor of his as well as a certain purple dinosaur most people would love to beat senseless. In the sci-fi world, Gex downs a white stormtrooper outfit and encounters lightsaber-wielding enemies. The version Crystal Dynamics showed

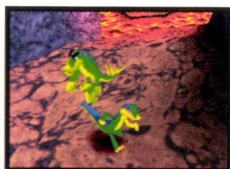
us was missing Gex's infamous one-liners, but we were assured Dana Gould's recording studio time was already booked, at which time many of our hero's wisecracks will be improvised or supplied to Gould by Cohen.

As for Gex himself, it's safe to say he's never looked better. He has been entirely reconstructed from over 600 polygons, allowing subtle movements and even humorous facial expressions. Even his lip movements should be in sync with Gould's lines, at least for most of the levels; in the Kung Fu Theater Level, Gex's lips will be way out of sync, resembling a poorly dubbed chop-suey flick.

Gex will still be able to use his trusty tail to whip enemies, and his tongue will be used to ingest power-ups; however, it

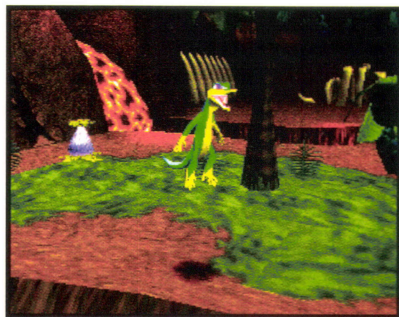






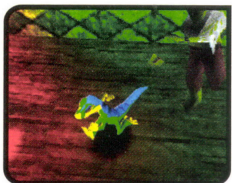
will have an entirely new use, as well. If Gex narrowly misses a platform, it will automatically shoot out of his mouth, grab the ledge and pull him up to safety. This takes much of the frustration out of navigating through a 3-D platformer. (Perhaps Bubsy could learn a lesson or two from his green-skinned rival.)

As for Gex's wall-crawling abilities, they definitely are included in *Enter the Gecko* but in a restricted fashion. Gex



may climb only certain surfaces, which have a distinctive texture, kind of like *Turok: Dinosaur Hunter*. According to Crystal Dynamics, allowing Gex to climb every wall wouldn't be feasible, because players could simply avoid every enemy. Crystal Dynamics wants to allow as much flexibility as possible, but they still want *Enter the Gecko* to be a challenge, even for experienced gamers.

The platforming scenes we



saw looked challenging, as well. In one of the haunted mansion's rooms, Gex had to jump from several pieces of furniture, which were flying about the room in a circle. Elsewhere in the mansion, our hero had to dash down a long hallway lined with giant axes, which fell as Gex ran past.

As for Gex's enemies, they are more detailed than the previous title. In the first Gex, Crystal Dynamics' famous gecko was rendered in 3-D, while most of his enemies were hand-drawn, 2-D sprites. In *Enter the Gecko*, all of the baddies are composed of polygons, albeit far fewer than Gex himself. Many of the enemies, such as the Horror level's zombies, require more than one hit to kill. Each successive hit knocks off another limb, sort of like that scene from *Monty Python and the Holy Grail* (It's just a flesh wound!)

Being one of 3DO's first developers, Crystal Dynamics has been programming for 32-Bit platforms longer than just about anybody, and it really shows. *Enter the Gecko*'s levels are quite large and nicely detailed. Additionally, Crystal Dynamics is in the process of adding lots of lighting effects, such as colored and directional lighting to the game. Colored lights seem to be en vogue at the moment; Sony's *Spawn* and *Crash 2* should be full of them. From what we've seen, Gex looks every bit as good and should be able to hang with the very best, at least from a visual standpoint.

Crystal Dynamics was uncertain whether or not the game will support Sony's new analog controller. Since the version we saw of *Enter the Gecko* was still alpha minus (yeah, that was a new one to us, too) they should still have plenty of time to include analog and force-feedback. We at *P.S.X.* feel the game would be a natural candidate; since it is a Mario 64-type game, most players would



**In the prehistoric world, Gex will encounter a certain purple dinosaur.**

like the ability to make Gex go from a walk to a sprint with the push of a joystick. The force-feedback function could be used to give the player an extra shock when he enters a room in the horror mansion and is unexpectedly hit by a goon. The possibilities seem endless.

With so many power-packed platforming sequels, such as *Crash 2* and Crystal Dynamics' very own *Pandemonium! 2* in the works, GEX: *Enter the Gecko* will have to be strong to find an audience. Comedic one-liners and cool lighting effects are nice, but they are no substitute for solid gameplay. Crystal Dynamics' long 32-Bit history and previous platform successes certainly bode well for Gex 2.





## Crash Bandicoot 2

**E**ver since his debut last year, Crash Bandicoot has become an unofficial mascot of sorts for the PlayStation. Sony used comical print and TV ads starring their infamous marsupial both to raise consumer awareness of the PlayStation and to take a swipe at the competition, most frequently Nintendo. Given the success of the first title and Crash's overall marketability, a sequel was pretty much inevitable.

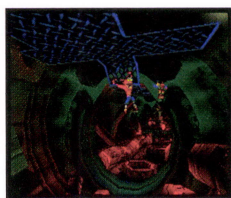
So far, we've only seen a few screen shots of Crash 2, but what we've seen looks promising. Like its predecessor, Crash 2 will be a forward-scrolling platform game with a few side-scrolling bonus levels to break up the monotony. No real surprises there. The only twist in Crash 2 will be the player's ability to choose the order in which he/she tackles each level.

One of the first titles to utilize the PlayStation's High-res Mode, Crash Bandicoot was a visual tour de force. Not surprisingly, Naughty Dog, Crash's developer, have pushed themselves to make Crash

2 even more impressive. They made the surprising move of writing an entirely new engine for Crash 2, capable of pushing twice as many "polys" as the first and displaying 10 times the number of



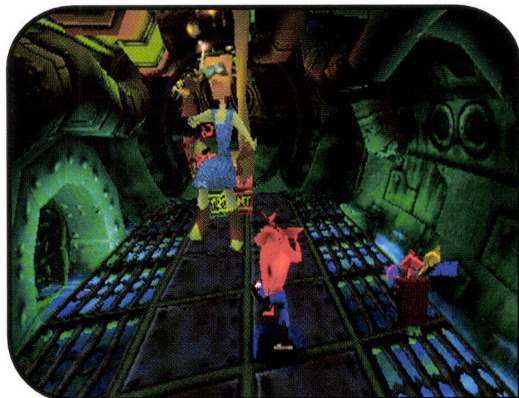
**Crash 2 is said to contain several moody, underground locations for our hero to explore.**



frames of animation. Crash 2 also will boast some impressive lighting effects, including colored and directional lighting.

As for Crash himself, the quirky marsupial is said to have gained a few new tricks. He now has the ability to climb, hang, crawl and swing from certain objects. He is even rumored to have learned a few new attacks to take out Neo Cortex (the mad scientist with the big N on his head) and his cronies. Dr. Cortex apparently survived his hot air balloon mishap at the end of the first Crash. In Crash 2 we learn that his balloon plummeted into a deep cavern, which Neo has turned into his new base of operations. It's up to Crash to infiltrate the cave to take out the good doctor once and for all.

Sony is sure to be selling the hell out of this one at E<sup>3</sup>. Stay tuned for more information on this hot title.



**Crash 2 will contain many impressive lighting effects, such as colored and directional lights.**





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## PaRappa the Rapper

**A**merican PlayStation owners soon will be bobbing their heads to the rhymes of a new rapper who likes to kick it East Coast-style. *Far East Coast*-style, that is. Already a pop-cultural icon in his native Japan, PaRappa the Rapper will be bringing his brand of light-hearted rap to the U.S. sometime in the near future. (We hope...)

Thanks to numerous Quick Time PaRappa movies whizzing about the Internet, American gamers have been buzzing about Sony's stocking cap-wearing pooch for months. For those who have yet to see and hear PaRappa in action, suffice it to say the "game" is quite unlike anything seen to date on the PlayStation (or anywhere else, for that matter.)

More of an interactive cartoon than a traditional video game, PaRappa the Rapper invites gamers to help the love-struck star of the title win the affections of Sunny, a dress-wearing daisy. (No, we're not joking.) Among other tasks, players must help PaRappa bake a cake, earn his driver's license and learn kung fu. To complete each task, PaRappa must follow the rhymes of an odd assortment of mentors, ranging from an onion-head sensei to a flea-swallowing reggae frog. To make PaRappa rap, the player must press the Controller buttons in time with the music in sort of a "follow the bouncing ball" fashion. A horizontal bar at the top of the screen indicates the proper button sequence and tempo.

The songs themselves are well-produced and brilliantly themed to each character. The Zen-like Chop Chop Master Onion raps that success is "all in the mind," while Master



Prince Flea Swallow explains that "Money, money, money is all you need," in a rhythmic reggae skank.

PaRappa's bright, colorful graphics are equally brilliant. All the characters are so 2-D they look like animated Colorforms, a fact the developers don't even attempt to disguise. The backgrounds are equally simplistic, but the game is so sweet and lighthearted it all works somehow. Given the fact that we see hundreds

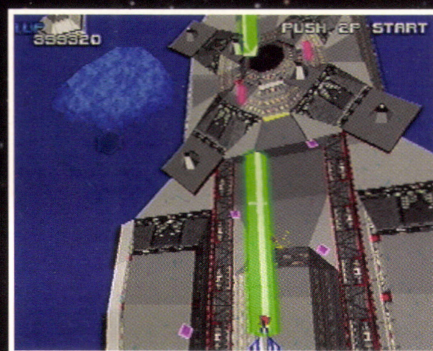
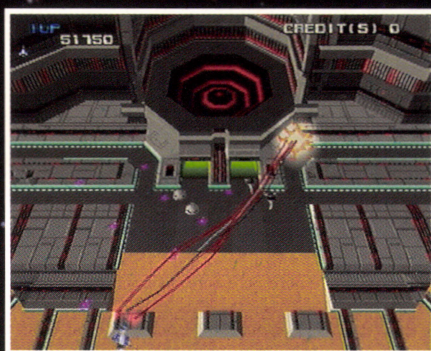
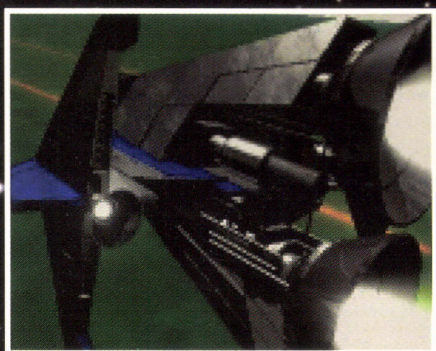
of titles a year, we can't help but become a little jaded. Rare is the game that makes people stop for a brief look. PaRappa, in contrast, is so unique editors literally packed into a tiny office for a glimpse. Any gamer would be foolish to dismiss it as a "kiddy" game.

Some of the game's most humorous moments occur when PaRappa is "rappin' awful," which prompts his coach to really get on his case.





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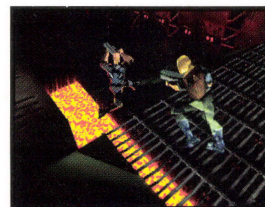
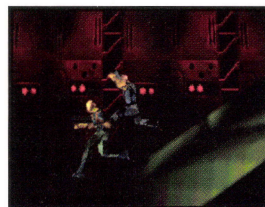
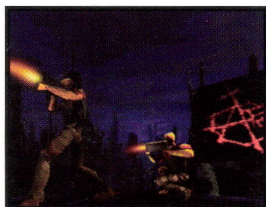
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## Apocalypse

**A**ctivision is hard at work on Apocalypse, one of their most exciting-looking titles yet. Players are thrust into a gritty, industrial world on a mission to put a stop to the schemes of a fanatic madman bent on world domination. The game is shown from a third-person over-the-shoulder perspective with an unusual control configuration slightly reminiscent of Smash TV. That is to say, the top button on the PlayStation controller directs shots toward the top of the screen, the bottom button toward the bottom, and so on. An intelligent camera which follows



Activision actually motion-captured Bruce Willis' face for completely lifelike lip-syncing.



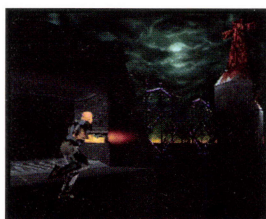
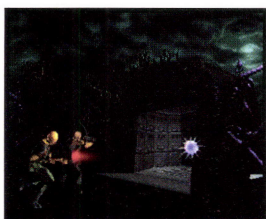
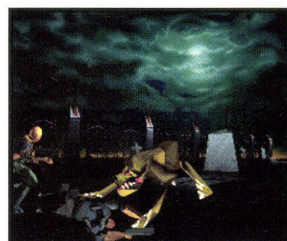
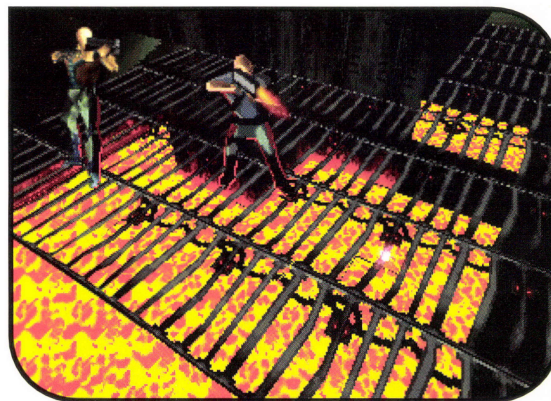
the action and adjusts itself depending on where it is most needed will make these controls simple to learn and very effective. The game is also expected to support the dual analog pad, offering one stick for movement and the other for aiming weapons.

As previously reported, Bruce Willis will play the sidekick of the main character, offering his support as well as occasional advice. It is also said that alternative rocker Poe (most famous for radio hits "Trigger Happy Jack" and "Angry Johnny") is preparing to sign a deal which will allow her voice and likeness to be used in the game. Nothing has been set in stone, but Poe has reportedly been talking about the game in

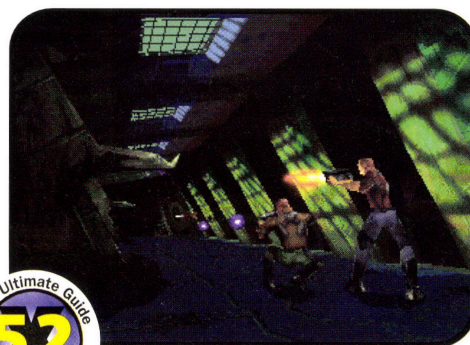
music industry interviews; so she is apparently looking forward to working on the title.

We were able to view a short video clip showing the way in which Bruce Willis' motion-capture data were being used in the game. The results are nothing less than amazing. The actual in-game animation is exceptionally fluid, but the real jaw-dropper is the way in which Willis has been seamlessly incorporated into a number of full-motion animation cinematics. Although each sequence was completely computer-generated (i.e., no actual video whatsoever), the realistic animation makes it appear as though a human being has somehow been transferred into an entirely computerized world. To tell the truth, it's a bit unnerving.

And what of the gameplay? Considering that you will be completely swarmed by enemies, intuitive controls are an absolute must. You'll need to keep your eye on Bruce, as well, since if either of you dies it affects you both. All of these unusual options should prove Apocalypse to be one outstanding title.



Levels will be set in a number of diverse locations, like a graveyard populated with mutated beasts bent on your destruction.





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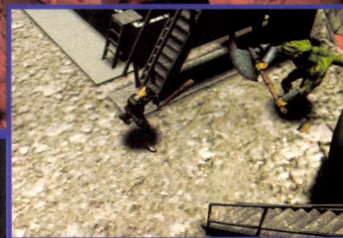
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## Excalibur 2555 A.D.

In the year 2105 A.D., a devastating meteor is sighted headed straight for Earth. In the months before it strikes, the people of Earth burrow deep into the planet in hopes of escaping the effects of its destructive impact. Massive underground cities were formed, but many people were nevertheless stranded on the surface, and most perished in the impact.

Time passes, and the underground cities grow into immense subterranean kingdoms, each with their own people, culture and ruling class. As the memory of the great cataclysm fades in the people's memory, one maniacal ruler named Delavar slowly comes to power.

Soon, he has control over the most powerful kingdom under the Earth. But this is not enough for Delavar. In the year 2555 A.D., in an insane quest to obtain absolute power, Delavar sends a battalion hundreds of years back in time to retrieve Excalibur, the legendary sword wielded by King Arthur of Camelot. With their superior technology, they easily snatch Excalibur and return to their own time.

Meanwhile, back in Camelot, plans are being made to recover Arthur's priceless artifact. As the niece of Merlin, the court magician, it is now your job to travel forward in time and retrieve the valuable weapon. Merlin fashions a one-way time door into which you leap, not knowing what you will find on the other side. Upon your arrival, you find yourself in a vast underworld populated by all manner of fantastic mutated beasts all bent on



Future and fantasy combine in Excalibur's multiple time lines.



your destruction. You must travel through the many levels of caverns to finally confront the evil Delavar and retrieve Excalibur. Once this is done, you must use the raiders' technology to transport you back to your proper time.

With 3-D movement reminiscent of Tomb Raider and a hand-to-hand hack-and-slash fighting interface, Excalibur 2555 A.D. looks something like a cross between Tomb Raider and King's Field. Numerous mini-quests add to the RPG element, offering a great deal of exploration and intense combat. The addition of spellcasting completes the formula.

Excalibur was designed by the Tempest development group and published in Europe by Telstar Electronic Studios. Now, Telstar has signed a contract with Sir-Tech software in the U.S. to release the game in America. Excalibur marks the first console title ever released by Sir-Tech, and a number of others are on the way. Be on the lookout for this unique adventure in the coming months.



Beth will travel from the most primitive levels to those with the highest level of technology.





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## Deathtrap Dungeon

**A**mong the other impressive-looking titles that Eidos Interactive is working on is Deathtrap Dungeon, a 3-D fantasy role-playing adventure set in the enormously popular world of Ian Livingstone's Fighting Fantasy gamebooks. (Fighting Fantasy, for those not familiar with the name, is a series of books similar to the equally popular Choose Your Own Adventure titles. They are, in effect, adventure games in book form. An example: "You see a dangerous-looking orc. If you choose to attack, turn to page 30. If you choose to run away, turn to page 35.") Fans of the series will find their favorite stories accurately reproduced in a huge

video world.

The game will be presented in full 3-D, with dynamic lighting effects to enhance the realism. Ten giant maze-like levels lit by flickering candles and flaming torches will be on hand to confound and challenge the intrepid adventurer. Players will come face-to-face with 55 dangerous beasts, from orcs and dragons to undead zombies.

Your character will be armed with

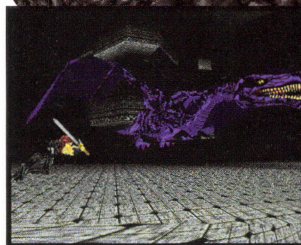
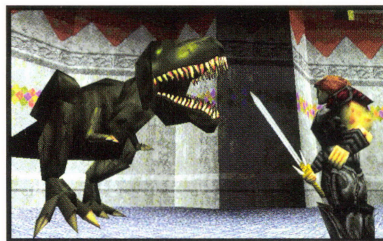
a variety of imaginative weapons, from the standard adventure game fare like swords and hammers to more unusual weapons, like medieval rocket launchers, muskets and grenades, as well as a number of magic spells. Your quest is to journey through a giant underground labyrinth in search of a dragon which has been plaguing a topside community. On the way, you will encounter numerous ferocious creatures, as well as an unhealthy collection of cunning traps and puzzles.

Coming from the company responsible for Tomb Raider, Deathtrap Dungeon is sure to prove an interesting addition to the ever-expanding 3-D adventure role-playing genre.

Giant enemies will be animated as fluid 3-D polygons, realistically bringing the hit book series to life.



Players will combat beasts both fantastic and ferocious, from dragons to dinosaurs.



# OF PLAYERS

# OF LEVELS

CHALLENGE

MODERATE

DEVELOPER

EIDOS



## Croc

**D**uring a recent visit to the offices of P.S.X., a certain game designer (who will remain anonymous) remarked that more and more PlayStation developers are devoting time to designing games that are intentionally similar to games exclusive to other platforms. Not long after, two games showed up on our desks which seemed to prove his point. One, called Armored Core, bore an uncanny resemblance to Sega's Virtual On. (Look for a preview in the coming months.) The other game that we saw was a spectacular title from Fox Interactive called Croc, and although the resemblance was surely unintentional, the game is similar in both appearance and gameplay to Nintendo's megahit Mario 64. Still, even though the game was not intended as a Mario knock-off, the developers welcome comparisons between the two games. Mario was almost unanimously hailed as one of the greatest games ever to hit a console system, and the developers of Croc feel that any comparison can only be taken as a compliment.

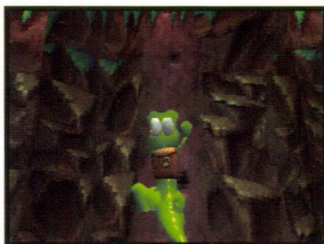
As you may have guessed, the main character of Croc is a bipedal crocodile who runs, jumps, swings and swims through beautifully illustrated 3-D worlds. His goal is to rescue dozens of cuddly little bug-eyed creatures scattered throughout the worlds. Along the way, he will encounter a variety of unusual enemies, including several giant Bosses who guard the entrances to higher levels. He will



Players will be able to rotate the camera to view the large levels from any angle.

also need to collect large quantities of gems which can help him achieve extra lives. These also act as a damage buffer, in the style of the rings in Sega's Sonic series: When Croc is struck by an enemy, the gems he carries spill forth onto the terrain around him, giving him a chance to recover many of them if he is quick enough. If he is ever without gems when he is attacked, he will lose a life. In addition, other colored gems are spread throughout the levels, which Croc will need to open certain gem-studded doors.

With environments even more varied than in Mario 64, and graphical effects every bit as visually stunning, Croc is sure to offer PlayStation owners a completely satisfying substitute for a game that could previously only be enjoyed by owners of the much-hyped Nintendo 64. With full support for Sony's superior analog pad and a number of gameplay innovations, Croc may just be the fabled "Mario-killer." You are certain to hear more about this impressive-looking game in the coming months.



Underwater worlds will give Croc a chance to cavort in his native habitat. Just beware of sharks!



# OF PLAYERS  
40  
# OF LEVELS  
N/A  
CHALLENGE  
MODERATE  
DEVELOPER  
ARGONAUT



## Tomb Raider 2

One of the most-anticipated titles of the year, Tomb Raider 2 is fast approaching its release date. And still, new information about this revolutionary title is hard to come by.

Nevertheless, we at *P.S.X.* have managed to acquire a series of new screen shots of what looks to be a game even more impressive than the original. As mentioned in previous issues, Lara will be returning, this time with a few new tricks up her sleeves. She is expected to have a number of new weapons as well as an increased repertoire of moves. Of course, she will



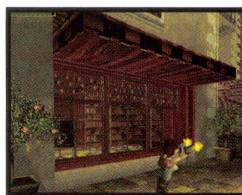
encounter new enemies as well. As of this writing, the main story of the game has not been set in stone (so to speak).

We will let you know as soon as we discover more information.

Perhaps the most noticeable difference, however, will be in the setting of the many different levels. Many levels will be set outdoors, as in the screen shots seen below. This will give the game a feeling

of openness that the previous episode lacked. The interior levels will have changed, as well. Instead of the seemingly random rock caves found in the first Tomb Raider, Tomb Raider 2 will have many of its indoor portions set inside realistically designed buildings, much like the mansion training level in the first game.

New information about this title is slowly growing in volume, so stay tuned to *P.S.X.* for the latest information on what is sure to be one of the most amazing PlayStation games yet.



# OF PLAYERS

1  
# OF LEVELS

N/A  
CHALLENGE

DIFFICULT  
DEVELOPER

CORE

## Nuclear Strike

The newest episode in Electronic Arts' enormously successful Strike series is headed for the PlayStation this fall. In Nuclear Strike, your mission is to save the world from the threat of a delusional madman. After the successful completion of the Soviet Strike, the world settled once more into an uneasy peace. As is most often the case, the

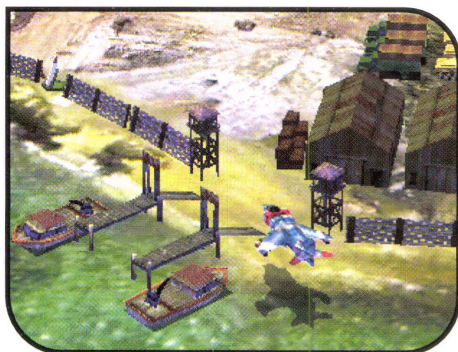
peace was short-lived. Soon, a new global threat arises, this time one that directly affects every single country on the planet. It seems that a new power has arisen in the jungles of Korea, a powerful ruler with a deadly weapon: An arsenal of nuclear warheads. Now, the threat of full-scale nuclear warfare settles on the world as governments scramble desperately to put an end to the imminent danger.

That's where you come in.

Piloting a number of high-tech vehicles (from the standard Strike attack helicopter to the revolutionary Harrier



"jump-jet"), and armed with an entire arsenal of state-of-the-art weaponry, you must complete a series of missions and finally infiltrate the enemy's headquarters to remove the threat once and for all. Missions will be set in the beautifully rendered seaside jungles of Korea, but don't waste your time looking at the scenery, soldier. The fate of the world is in your hands.



# OF PLAYERS

1  
# OF LEVELS

N/A  
CHALLENGE

MODERATE  
DEVELOPER

ELECTRONICARTS



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## The Other White Meat

Oddworld Inhabitants grinds up a tired video game genre and stuffs it in a brand-new casing

by Joe Rybicki

Oddworld: Abe's Oddysee, even months before its release, has already begun turning heads and raising eyebrows all over the video game industry. A surprisingly touching saga of a common worker's struggle against an evil corporate machine, the game takes a fundamental human story and transposes it onto a fantastic alien world. Developed by a company called Oddworld Inhabitants and published by GT Interactive, Abe's Oddysee is the first game in an Oddworld "quintology," a five-part series scheduled to extend over the next five years which, in the words of one GT representative, will "radically change the face of gaming." The accuracy of that claim,

of course, remains to be seen; but early responses indicate that the claim, as daring as it is, may very well prove true. Recently, *P.S.X.* travelled to the meat-packing district of New York

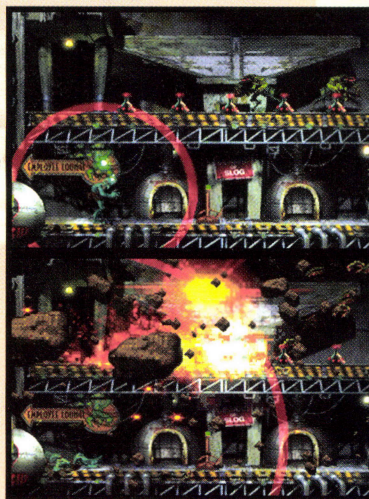
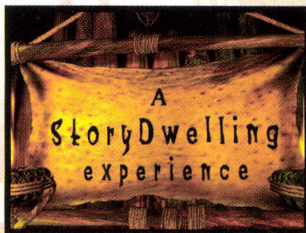
City to attend a press event sponsored by GT and Oddworld Inhabitants. Held in "The Cooler," an appropriately industrial-looking meat-packing site turned trendy

dance club, the event offered members of the press a chance to speak with the individuals behind this extraordinary game. What we found is that this game is as much a celebration of the art of video game design as it is a rebellion against the industry's established trends. This is undoubtedly largely due to the unusual backgrounds of its producers.

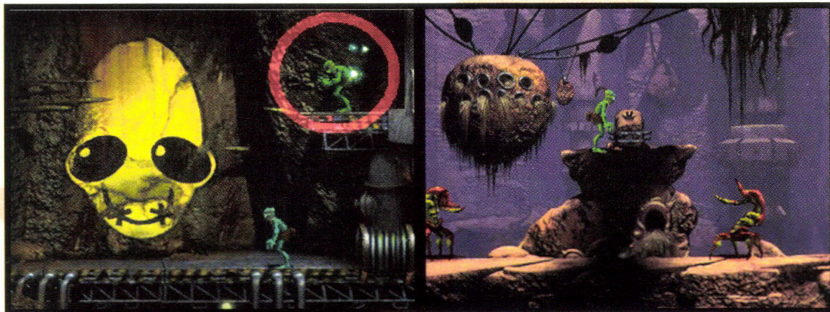
Sherry McKenna, CEO of Oddworld Inhabitants, came from a background of motion-picture special-effects design. Her work on motion-based theme-park rides, like Universal Studios' Back to the Future ride and MCA's Seafari, in addition to her other experiences, earned her over 75 different awards in the film industry. Her success,

**Abe: not exactly cute and cuddly, but endearing nonetheless.**

however, was shaded by frustration at the often unreasonable demands of the corporations who commissioned her work. She met Lorne Lanning, now president of Oddworld, while working for Hollywood-based Rhythm & Hues Studios. Both were getting fed up with working for corporate developers with high expectations and low artistic







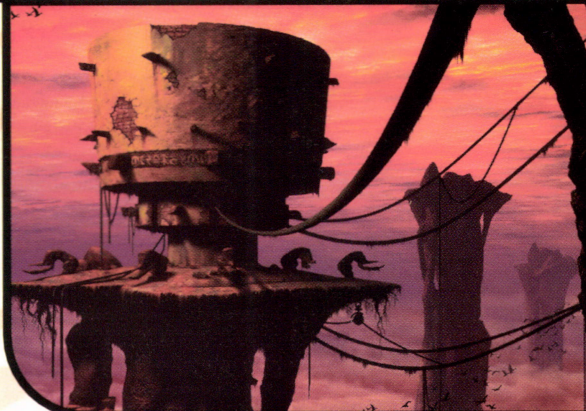
# ODDWORLD

## ABE'S ODDYSSEY



standards. Finally, Lanning proposed a new venture: video games. To say that McKenna was less than enthusiastic about the venture would be a bit of an understatement. "I said, 'Lorne, do you play video games?' And he said, 'Sure, I play

himself working on computer graphics for films. Computerized special effects were for him "the ultimate video game." It was the release of the Sega Genesis that marked a turning point in Lanning's career. "I said, 'Wow, a \$4,000 arcade machine just came home for \$150. This is interesting.'" From that point on, he began to follow the video game industry, learning about game design firsthand from market-leading companies, and becoming familiar with the technology. Still, he refrained from taking an active role. "I looked at it all, and I said, 'It's pretty cool...but when the processors get *this* fast and the memory gets *this* much and the storage capacity gets *here*, I'm going to get into games. Because that's when the cool [stuff] is going to happen.'" As it turned out, right about that time is when he met Sherry McKenna. He sympathized with her reluctance to enter the industry, because Lanning saw the trends that were developing—namely, game companies building an overwhelming number of 3-D fighters and point-of-view corridor shooters, and largely neglecting the rest of the market. He decided he wanted to take the game industry in a different direction. He concluded, "We're going to use the technology to make the characters smarter. We're going to make them see and hear. And you'll feel like they're more aware; you'll feel like they're more alive. And we're going to make the images good enough to make you feel like you're part of the experience. We're going to make the animation real enough so that it feels like you're controlling a life-form rather than a piece of artwork. And we're going to make the story com-



**Abe's less-than-faithful companion is a riding beast named Elum. He's big and stupid and hungry and very easily distracted. He's also all the help Abe will get.**

them all the time!' And I said, 'I don't. And there's a really good reason why I don't. Have you *looked* at them?'" In an effort to convince her, Lanning displayed some of the "cutting-edge" games of the time. She was not impressed. "[They had] the worst graphics I have ever seen. Ten years ago I would have been laughed out of the industry if I did anything like that." After looking at a number of the "best" titles and encountering numerous problems with presentation, motivation and game-play, she gave up. "Lorne, I can't do it. I don't get it. I don't like it. It doesn't have a story. It's not what I've done for my entire career. I'm not going to do it."

Lorne Lanning, as you might imagine, approached the venture from an entirely different perspective. "I've been playing games all my life. My dad used to be an engineer a long time ago for a company called Colecovision. So literally, I've been playing all my life. Before video games, it was pinball. I was a total game junkie." He was also an artist; Lanning started his career as an illustrator in New York and eventually found



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"We're going to make games for adults that kids are going to love. We're going to do something that no one else has done."

elling enough so that we start to get feelings that we associate with motion pictures, where we like the guy and care about the guy and don't want to see him get screwed over."

Over the course of almost two years, Lanning managed to convince McKenna to join him on his gaming crusade. He swayed her with his visions of a new type of game, one with top-notch graphics and a solid plot. Six words finally brought her over to his side:

"Let me tell you a story," McKenna remembers what finally made up her mind. "We sat down, and he told me a story, and it was wonderful. I said, 'Yes! We'll make a

movie!' And he said, 'No! We're going to make five games.' And I said, 'Five

games? How are you going to make an interactive game out of that great story? It doesn't seem possible. And Lorne, you have to do it so I can understand it.

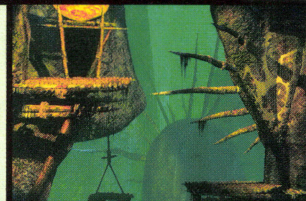
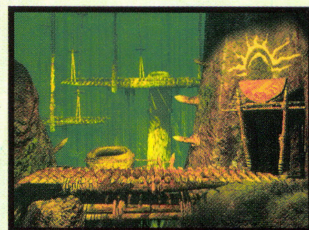
Because if I get involved in this [we're going to] lose the pickup items and the health meters and the charts and things, and make it a game that people like me can play.' And he said, 'What we're going to do is this: We're going to make games for adults that kids are going to love, because we're going to develop characters; we're going to tell a story; and at the same time, we're going to make puzzles. I promise you, we're going to do something that no one else has done.'" And Abe was born.

With some help, Lanning and McKenna developed an early prototype of the game that was to become Abe's Oddyssey, and began pitching the project to prospective publishers.

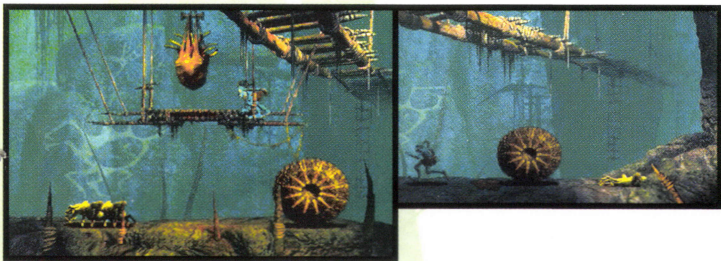
"The reaction we got was absolutely over-the-top," said McKenna. "It was awesome. I don't know if they were saying it just because it was unique, but everybody was really interested in the game. What we were interested in was a publisher that would leave us alone when it

came to the creative end, but would give us the support that we needed in marketing and sales and distribution." That publisher turned out to be GT Interactive. "GT has been wonderful; they have let us do what we do. We took computer graphics people from the film industry and took game designers and engineers from the game industry. And we got those two groups—sort of like right-brain and left-brain—down on the dance floor, and they danced. And the end of the story is Abe's Oddyssey."

And what a story. Lanning offers a bit of history. "Abe's







Oddysee is about a character named Abe. All of our properties take place on what we called Oddworld. Oddworld is very much like our own world—it's faced with a lot of the same dilemmas—it's just mirrored in this fantastic reality. Abe is like one of us. He's the little guy in a big world that's overwhelming, who's pretty much going to get the screws put to him. And he has to figure out how to better himself, to rise above the occasion. What he is is a slave laborer in a meat-processing plant. He feels like he's always had a pretty decent job—until he finds out that, due to some low quarterly returns and some short supplies of meat, the work force is the next new-and-improved item on the menu for next quarter. RuptureFarms sees a big profit in this; Abe just sees the end of his life." Now, it is the player's duty to guide Abe as he attempts to escape from RuptureFarms. Not only must he find his way out of the hazardous processing plant to avoid getting turned into sausage, he must also free his fellow workers, the

Mudokons (pronounced moo-DOCK-ens). To do this, he must use "GameSpeak," a small vocabulary which allows him to communicate and give commands to his friends, finally directing them through one of many mystical "bird portals." His one weapon is a psychic power that allows him to possess the enemy Sligs. After escaping, Abe will encounter a powerful Shaman who informs him that he is the hero prophesied to liberate the Mudokons. Now, Abe will need to set out on three grueling quests to prove himself worthy of the task. Next comes the hard part. He

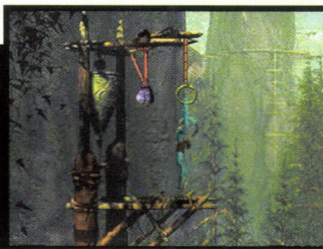
must travel back into RuptureFarms in an attempt to shut it down altogether. Whether he succeeds or fails depends on "Quarma," the karma of Oddworld; how the game turns out is directly related to the way in which he conducts his affairs. If he treats his fellow Mudokons with kindness, they will likely return the favor.

With such an assortment of overwhelmingly unique

concepts, Abe can expect to enjoy a significant degree of notoriety on the basis of novelty alone. And indeed, GT is considering expanding Oddworld properties to television, a line of toys and other merchandising

opportunities as they arise. But make no mistake; Abe's Oddysee is no slick moneymaking scheme. Rather, it is an earnest effort by an honest development group to change

the face of gaming as we know it. Veterans of the video game industry should appreciate it for this fact as much as newcomers will appreciate it for its simplicity and accessibility. It is almost a certainty that Abe will recruit an entirely new video game following, carving a distinct niche for himself and his friends in the already crowded video game market. So be on the lookout for renegade Mudokons; they're certain to be the most entertaining of creatures. Just be careful not to mention sausage. They might take it personally.





# THE MAKING OF

The setting is a dank catacomb. An eerie green glow envelopes a caped figure as he makes his way down the narrow passage. The wailing of tortured souls is heard in the distance, elevating the tension. The figure passes a stone gargoyle, frozen in a hideous scowl by a sculptor's hand. As he passes, the gargoyle's eyes shine red as the beast springs to life. The caped figure turns, but the gargoyle is upon him, teeth gnashing at his throat.



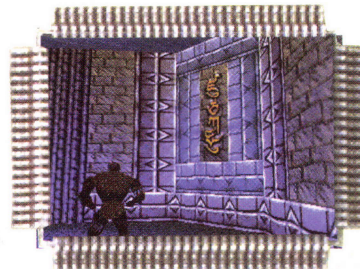
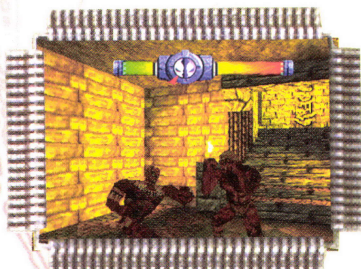
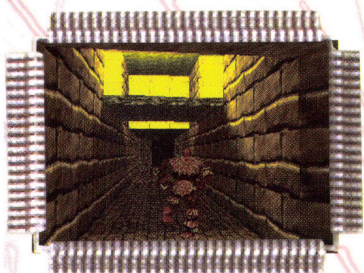
A scene from New Line Cinema's upcoming release, *Spawn*? How about a brilliant piece of animation from the HBO *Spawn* series? You're getting warmer; the previously described scene will play to its bloody conclusion on the small screen—as a Sony Computer Entertainment video game. Sony is hard at work on what promises to be the first game to combine the non-linear level exploration of *Tomb Raider* and the bone-crunching fighting of *Tekken* into one seamless gaming experience. Equally exciting, the game will bring to life

Malebolgia, an ancient demon who intends to hasten the Apocalypse and to storm the very gates of Heaven—with Al Simmons at his side. Needless to say, Al has other plans...

We have heard similarly bold statements from other software developers in the past, each promising to take fighting games "to the next level." How does Sony plan to succeed where others have failed? For starters, by making their fighting engine as fast, deep and combo-rich as any previously seen. In order to do this, Sony had to deviate from their original game concept, which had *Spawn* battling numerous foes simultaneously. Learning from the mistakes of others, Sony realized such fights tend to water-down the level of technique. As Russell Shanks, producer of *Spawn*, explains, "When we first started the project, we wanted to set it up so that you could have multiple enemies. What we noticed as we went further along was in order to make that work, we had to degrade the quality of the fighting. It [became] punch, punch, kick—that guy's dead. Turn around, get the next guy." Eventually the game started to resemble more of a "3-D side-scroller."

## The Future of Fighting

That's not to say *Spawn* is a classic arena fighter, either. Such a concept turned off Todd McFarlane, *Spawn*'s creator, who posed the

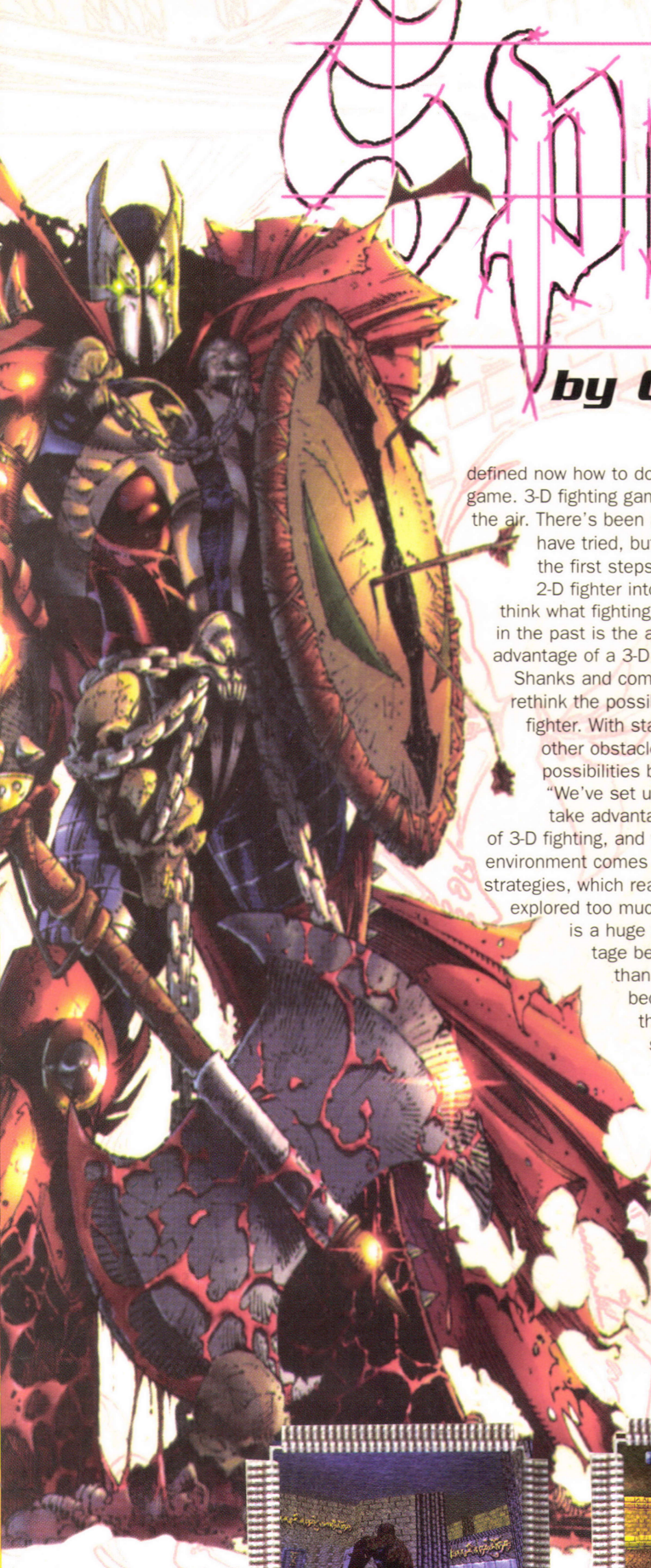


characters, settings and plot lines from the nation's top-selling graphic novel series, Todd McFarlane's *Spawn*.

In the game, players will guide former CIA assassin turned dead guy, Al Simmons (a.k.a. *Spawn*), through 18 torturous levels and three separate time lines as he attempts to reclaim his soul from

question, "Why sit [*Spawn*] in just one room?" McFarlane instead wanted a game that combined 3-D exploration with fighting, offering "the best of both worlds." Unfortunately for Sony, a model for such a game didn't exist. As Shanks elaborates, "It's really



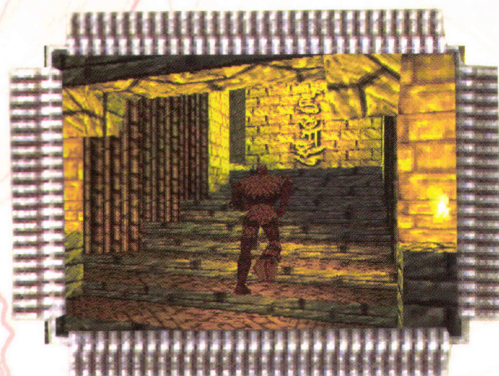


**by Gary Mollohan**

defined now how to do a 2-D fighting game. 3-D fighting games are still up in the air. There's been a few games that have tried, but they're just taking the first steps toward migrating a 2-D fighter into a 3-D fighter. I think what fighting games have missed in the past is the ability to take advantage of a 3-D environment." Shanks and company began to rethink the possibilities of a 3-D fighter. With stairs, ledges and other obstacles to utilize, the possibilities became limitless. "We've set up each room to take advantage of the concept of 3-D fighting, and with the 3-D environment comes a lot of new strategies, which really haven't been explored too much. Obviously, there is a huge strategic advantage being higher up than your opponent, because that limits the number of offensive moves he can use against you." Shanks also described a scenario in which a cagey player enters a room at a level higher than an enemy and pushes a boulder or some other object down onto his hapless victim. Such a blow would obviously

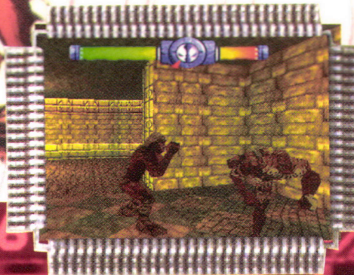
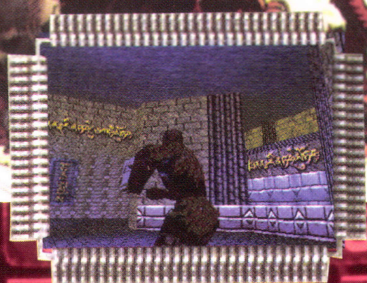
give the player a tremendous head start.

There will be more than simple boulders in *Spawn*, however. Much more. *Spawn* will have an arsenal of swords, axes, clubs and even machine guns at his disposal. "You know, the massive guns that [McFarlane] draws," quips Brian O'hara, 3-D character and weapon modeler for *Spawn*, "the kind that are twice the size of a human being." Weapons will be consistent with each time line and must be managed properly, since only one can be carried at a time.

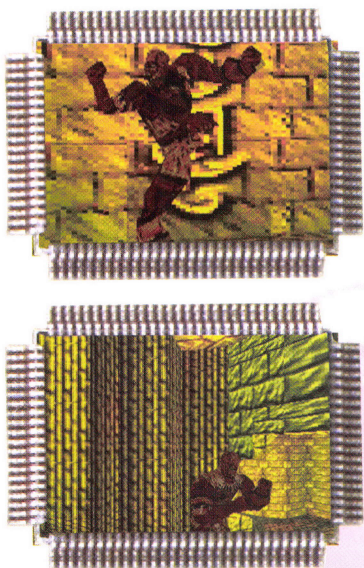


### ***Journey through Time***

The game's story involves *Spawn*'s search for the three most powerful magicians in history, who possess three tokens that, once combined, are powerful enough to unseal the tower of Hell, home of the keeper of Al Simmons' soul. *Spawn* must time travel in order to reach each magician, and his costume morphs accordingly, just like in the comic. This provided







additional headaches for character modeler Brian O'hara, who had to create three different versions of Spawn: Savage Spawn, Medieval Spawn and Street Spawn. The first version he created was Medieval Spawn, which was so detailed it took him two weeks to finish. The other Spawns use essentially the same wire-frame model, only with different textures. To make Spawn and the other humanoid characters look as realistic as possible, O'hara photographed body builders, scanned the images and mapped them onto the polygonal models. As O'hara explains, "A lot of characters in games often times have that drawn look to them. What I like to do is scan photographs and build my piece from that, because then you have a realistic-

looking body." This, unfortunately, wasn't an option when creating some of Spawn's more nightmarish foes, such as Violator. O'hara found a creative solution: The textures for Violator's head and chest were scanned from comic books and mapped onto the 3-D wire frame.

All of the game's art is being developed under the watchful eye of Todd McFarlane, who primarily is interested in keeping the "attitude" of Spawn intact. For the most part, O'hara appreciated McFarlane's feedback. "Todd has made suggestions for specific characters. Usually it's nothing major. Usually it's more or less like, 'Make him a little thinner here [or give him] longer arms than this.' When I do a character of his, I make sure I get every picture that I can find, and I really try to make sure that I mimic it exactly. To me, that's the biggest thing about making it look right."

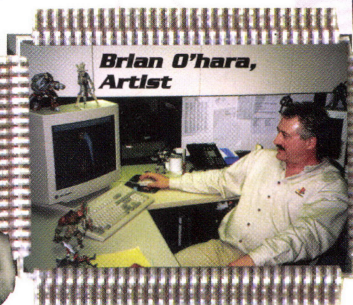
## Spawn Powers-Up

Sony also tried to remain as faithful to the comic as possible regarding Spawn's magical abilities. "Spawn innately has the ability to do some magic moves," explains Russell Shanks, "but just like in the comic, Spawn's magic is his life. So every time he uses some, he's killing himself a little bit more. What we've done is we've scattered around bonus power-ups, which give him the ability to use magic without hurting him, but they are one-shot deals." In addition to magical pick-ups, Shanks hopes to add health pick-ups in the form of worm-ridden corpses hidden in caskets. "You've probably

noticed in some of the more recent comics, Todd is extremely interested in making Spawn a horror character. We're trying to carry that over into this game." In addition, Spawn's moody lighting, music and ambient sounds will heighten the player's unease.

Allaying the fears of many die-hard Spawn fans, Shanks assures us Spawn will have his trademark cape and chains in the game. "Both the cape and the chains are going to be achieved as power-ups. On every level there will be a chain power-up hidden somewhere. In the first few, they'll be pretty easy to find. Later on, they'll be harder and harder. Once you've got the chains, those stay with you for the entire level, and during fights they will attack with certain key combinations. When you find the cape, it will only live as long as the fight that you are in, so it will basically provide extra protection for you. So it's important to use that very carefully."

Spawn fans may recall Acclaim's 16-Bit Spawn game, released during the SNES' fall from prominence. McFarlane recalls the game "got off on a weird track, because the marketplace was going down." Todd is far more optimistic about Spawn's 32-Bit incarnation. "I'm gonna' keep my 'thumb print' on this one. We're gonna try to create something that is worthy of putting out there in the first place, not just having a game and slapping a logo on it." Everything we've seen so far indicates Sony Computer Entertainment is helping Todd do just that.



Initially unfamiliar with the Spawn franchise, artist Brian O'hara looked to the comics and action figures for inspiration when creating the game's characters.





# Spawn: The Movie

**K**nowing *Spawn* would face stiff competition at the summer box office, New Line Cinema called upon digital effects wizards Industrial Light and Magic, responsible for many of the ground-breaking visual effects seen in previous summer hits, such as *The Mask* and *Jurassic Park*. We recently spoke with Christophe Hery, *Spawn*'s associate visual effects supervisor, for a sneak preview of some of the film's never-before-seen special effects.

*Spawn* is being helmed by ILM alumnus Mark Dippe, the man who helped bring *Jurassic Park*'s dinosaurs to life. If that weren't enough, Steve "Spaz" Williams, the man who created the digital Jabba the Hut for the re-released *Star Wars*, serves as both second unit director and visual effects supervisor for *Spawn*. "It's like a big *Mask* reunion," reminisces Hery in his distinctive French accent. "Most of the people working on *Spawn* worked on *The Mask* before. Steve Williams was on it, and the other associate effects supervisor (Habeeb) was on it." Can audiences expect to be as surprised and amazed by *Spawn*'s effects? "Definitely. We're creating something from scratch. It's very exciting."

One of the effects Christophe is particularly excited about is a new form of morphing used for the very first time in *Spawn*. In two particular scenes, *Spawn*'s nemesis, Clown (played by John Leguizamo) "morphs" into the Violator, a computer-generated demon three times the size of Clown. As Hery explains, using the term morphing to describe the effect isn't entirely accurate.

"Morphing is a 2-D process. You know, it's been used in *Willow* and the old Michael Jackson video clip. Here we're actually doing the transformation completely in 3-D. The camera is rotating around the character while it's transforming. So it's very new."

Director Mark Dippe and Todd McFarlane wanted a similarly revolutionary look for *Spawn*'s trademark tattered cape, so the decision was made to do it entirely in CG, presenting Hery and crew with another unique challenge. "The cape is also a big achievement. Clothing has always been a very difficult thing in computer graphics. The cape has a life of its own. It's flowing in the air. It's kind of surrealistic, like the comic. The comic gives a lot of freedom to the cape; we don't know sometimes if it's behaving by itself or if it's behaving because the elements are pushing it to behave, like the wind or something like that. We

are doing exactly that on the cape, as well."

For his encounters with Violator, however, *Spawn* needed more protection than just a CG cape. Many of the shots were deemed so violent that a "virtual" stunt man had to be created by ILM. As Hery explains, "You're going to see shots where Violator is taking *Spawn* and punching him on the ground, scraping him with his fingers, and things like that. What we're doing with this 'virtual' *Spawn* would be very dangerous with an actor."

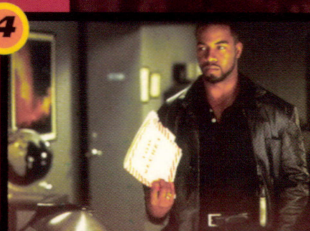
Although many of *Spawn*'s 100+ effects shots will last only seconds on screen, they take an agonizing amount of time to complete. "We're spending an average of around a month per shot," elaborates Hery. "There are shots that require around three months. Usually that means an animator on it full time; a technical director, who's in charge of the lighting and the compositing; plus some support people." The amount of work was so heavy two additional effects companies, the Band from the Ranch

and Santa Barbara Digital Sets, who are collaborating with ILM on *Spawn*'s Hell scenes, were brought in by New Line to take some of the load off Christophe and his colleagues.

Director Mark Dippe, fully aware of the challenges of digital compositing, went to great lengths to provide the three effects companies with all the footage they could hope for. "Most of the shots were [filmed] twice," Christophe explains. "There was a pass with the actors and a pass with nobody in front of the camera, just the background. So that's something that is good for us, because most of the time we have to 'doctor' and erase some people from the plate. When we don't have what we call a "clean" plate, it really makes our job hard. So in this case, we can use one of the passes to cut and

paste and put it over what we don't like from the actor's performance or whatever part of his body that we are going to replace with computer graphic elements. So [Mark] has done that for 95 percent of the shots, which is really good."

Even so, Hery admits working for an effects expert such as Dippe is something of a mixed blessing. "It has good and bad sides," Christophe opines. "The good side is that he knows his job. He knows what's involved, and he can definitely help us. But it's also difficult, because it's hard for us to talk him out of something."



**1-3 *Spawn* taking care of business; 4 Michael Jai White as Al Simmons; 5 John Leguizamo as Clown; 6 Producer Clint Goldman, Creator Todd McFarlane and Director Mark Dippe.**





# WILD ARMS



It is said that many years ago Filgaia was a lush, peaceful world, a place where science and the arts flourished. Such a world would be virtually unrecognizable to Rudy Roughnight, who has known only chaos and disorder since the return of the Metal Demons. Rumors persist of beings known as the Guardians, but who were they and how did they vanquish the Demons so many years ago? Rudy knows little of such beings and cares even less; however, fate is about to change all of that. After falling in with a sword-wielding scavenger and a woman claiming to be the princess of the ruined kingdom, Rudy embarks on a journey that will determine the fate of his home world. Will you answer the call and join Rudy and his friends and stand against the Metal Demons, or is darkness destined to fall on Filgaia once again?

## The Heroes



Rudy Roughnight is a Dream Chaser, driven by the thirst for adventure. He possesses an ancient weapon called an ARM, requiring a spiritual link to operate. This makes him a powerful warrior, but in the present time he is feared by townspeople. An outcast, he uses his power to make a living. Perhaps there is something more...

Heir to the throne of Adelhyde, Cecilia Lynn Adelhyde has been studying magic at Curan Abbey. She has the ability to communicate with the ancient Guardians, who are the only hope to save the world from the recent Demon onslaught. She must unlock the secret of the mystical Tear Drop she wears and fulfill her destiny.



Jack Van Burace is a treasure hunter, searching ruins for lost valuables. He is accompanied by Hanpan, a spiritual creature with extensive knowledge invaluable to restoring Filgaia to a peaceful state. Master of the unique sword technique called the "Fast Draw," he searches the land for the Absolute Power.

A fierce fighter, Jack is only driven by the dark motive of revenge.



# The Adventure Begins

Start the game as any of the three characters and complete their individual missions. From there you will want to converge on the town of Adelhyde to form their party.



Have Rudy explore the town, making sure to break boxes and check barrels for items. You must speak to the mayor to receive your first Tool. These Bombs will allow you to destroy objects in your way. Travel to the Berry Cave and work your way through until you find Tony. Be sure to keep an eye open for walls covering hidden rooms. Running in the cave will attract bats, so take your time to avoid them. The Zombie you release can be defeated most easily with your Hand Cannon.



Jack and Hanpan are searching the Memory Temple for treasures. Beware of the spike traps on the floor. Just walk over the holes supplying the spikes, making sure not to stop until you are clear. Learn to use Hanpan

to cross gaps to open chests or to activate hard-to-reach switches. You will learn about an ancient race called Elws and their strange and mystical technologies.



As you start Cecilia out, explore the Abbey and locate the sister who will give you a Crest Graph. These are used to bind spells and you will

probably want to start out with one of the offensive attacks. Head to the library and find out about the Watch. Go downstairs and pick it up and you will acquire the Tear Drop at the same time. Talk to everybody to get information about the Hidden Library. Go to the two statues and switch their positions. Use the Tear Drop between them to point the way to the Hidden Library. Once you have finally found it, Cecilia will need to locate the three Blue Books and throw them in the fire. Take note of the book you can't read. Defeat Nelgaul to free Stoldark and receive the Water Rune.



## Lolithia's Tomb

Once all three characters are in Adelhyde, get them together into a group and then go speak with Emma. She will tell about some trouble at Lolithia's Tomb. Be sure to upgrade Rudy's ARM through



Emma's assistant. Rudy will need to use his Bombs to clear rocks from the path, while Hanpan will come in handy to reach distant switches. Openings at the edges of paths will allow you to drop down a level. Before you enter any battle with a Boss, it is wise to save the game and heal your characters. Your best approach is to hit him hard with Jack and Rudy, while Cecilia heals the party back to good health. Return to Emma's when you win.



**Belselk is a powerful adversary and should not be taken lightly. One of the Demon race, he will attack with his flail, either hitting the entire party or zeroing in on one character.**

## Adelhyde

After you talk to Emma, Cecilia will leave the party. The next day brings the festival. Find Emma there to receive 500 gella and then play some games to obtain extra items. Catch the Mole will put your reflexes to the test and with a successful turn, you will receive a Full Revive. Strike Ball is the most profitable game. Throw the ball and try to hit the center of the target. Prizes consist of Heal Berries, Revive Fruits, Bullet Clips and a Secret Sign. Playing Ultimate Chicken is the only opportunity that I have seen to obtain Magic Carrots, without fighting a battle. Don't search for the boy with the red balloon until you are finished at the festival. When you find him,

Adelhyde will be assaulted by Belselk the Demon and his evil minions.

You will have five minutes to rescue as many of the townspeople as possible. Take them into the castle before the

timer runs down. King Adelhyde will refuse to let you fight the Demons. Escape out of the castle through the kitchen by talking to one of the chefs. The dungeon is not too dangerous to get through and contains quite a few treasure chests. A thorough exploration of the dungeon before you exit is to your advantage. Your attempts to defeat Belselk once you emerge are futile. There is no way for you to beat him now. Forced to give up the Tear Drop, you will have to wait for another chance to destroy this Demon. The party returns to find that King Adelhyde has been mortally wounded.







## Milama

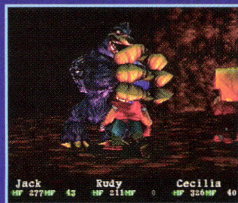


Once you have reached Milama Village, speak with the bartender to learn about the Guardian Shrine and receive the Holy Medal. Take note of the clue he gives you. There is a house in the southeast corner of Milama that is blocked by a dog. Return here once Cecilia has gained the Wand Tool. As always, resupply yourself and head to the Guardian Shrine.

## World of Filgaia

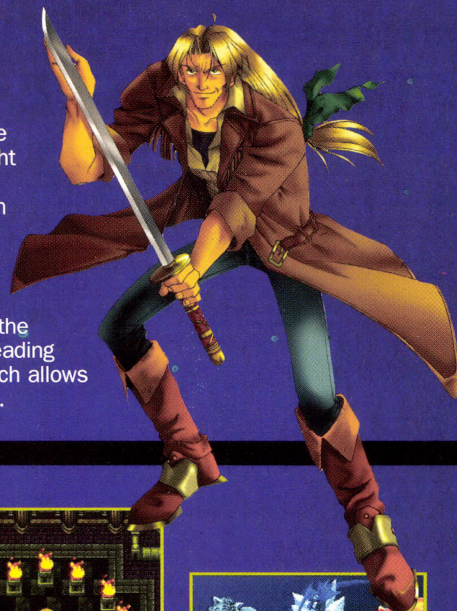
- A - Surf Village
- B - Memory Temple
- C - Curan Abbey
- D - Adelhyde
- E - Mountain Pass
- F - Milama
- G - Guardian Shrine
- H - Baskar Village
- I - Mount Zenom
- J - Saint Centour
- K - Caging Tower
- L - Port Timney
- M - Maze of Death
- N - Sand River
- O - Ship's Graveyard
- P - Pleasing Garden
- Q - Tripillar
- R - Rosetta Town
- S - Volcannon Trap
- T - Giant's Cradle
- U - Court Seim
- V - Epitaph Sea
- W - Sacred Shrine
- X - Photosphere

## Mountain Pass



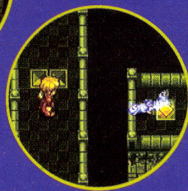
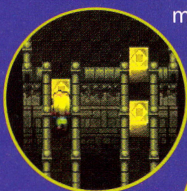
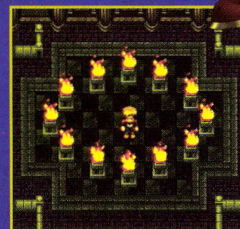
In the first cavern you enter, search around until you find the Lighter. With the lanterns to light your way, you can explore the caves a little more easily. When you emerge onto the walkway, Jack will receive a hint about his Sonic Buster attack. This attack will affect an entire

group of enemies. When you reach the opposite side of the Mountain Pass, be sure to look for a blocked passage leading to a hidden room. The chest here contains the Map, which allows you to pinpoint where you are in the vast world of Filgaia.



## Guardian Shrine

When you enter the Guardian Shrine, the main door will be locked. Head downstairs to the circle of pedestals and light them in the following order: 2, 10, 6 and 12 o'clock. This will light the remaining pedestals and allow you to use the Holy Medal on the entrance. After some exploring, you will be faced with another puzzle. Light the pedestal on the top right, followed by the one directly below it. Now light the one on the top left.



The rest of the puzzle speaks for itself. You will enter the

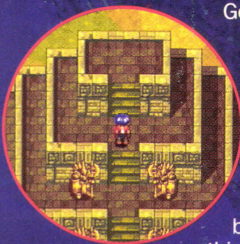
mirror and then have to continue with each character separately. These solo missions are simple to beat, using each character's Tools to reach their individual goals. Once the group has been reunited, you will be introduced to the mystical Guardians. These three Guardians will bestow magical runes upon the

party. Equip your party with the runes as soon as you can, making sure to find the rune that best suits each character. Now, in addition to boosting certain character attributes, you have the ability to summon Guardians during a battle. Keep in mind that some runes may be ineffective against certain adversaries.





## Baskar Village



Go speak to the chief of the Baskar Village to learn of the Guardian Statue located in the Zenom Mountains. The mysterious pyramid directly north of the town will be of no use to you at this point, but you might want to check back later.

Before you head off to Zenom Mountains, be sure to thoroughly explore the village. You will find that it has quite a few items hidden among the barrels. You will also find a wandering weapons dealer in the village.

## Saint Centour

Your main purpose of being in Saint Centour is to talk to the man in the southeast corner of town. He will ask you a favor and then give you the key to enter the Caging Tower. There are several

items that you will not have access to until you return from the Caging Tower. The most important item is the Duplicator, found in the northwest corner of town. It will allow you to open some magically sealed doors. Saint Centour is also home to one of the Guardian Statues, so be sure to investigate the statue to receive the Saint Rune.



## Caging Tower

Reaching the top of the Caging Tower will require you to throw a series of switches to lower barricades. As you wind your way toward the top, you will encounter some crumbling walkways. Keep moving and there should be no problems. As you near the top of the tower, be certain not to pass up the chest with a new ARM for Rudy. The Prism Ray is great for attacking multiple enemies and quickly became a favorite of mine.



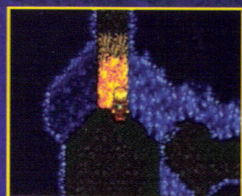
There is a trick to reaching the top when you reach the three doors. Just go through the door to the far right, then the far left and finally the far right. Now go back to where you entered the room to discover the stairway leading to the roof. When you finally reach the top of the tower, you will be confronted by Alhazad. He will summon the Night Gaul to do battle with your party. Normal sword attacks have the tendency to miss, so stick with special attacks. Casting Break works well against it.

After you defeat the monster, you will become trapped. To escape you will need the help of Calamity Jane. Her services aren't cheap, though, and it will cost 2,000 gella if you want to be set free.



## Zenom Mountains

Upon reaching the Zenom Mountains, you will need to open a series of doors. The secret to doing this will be to locate the statue that is offset and push it back to where it belongs. When you are outside of the caves, give the area some exploration and you will find a group of gold treasure chests. They will explode when you open them, so make sure your



health isn't low. As you leave, Jack will be given another hint for a Fast Draw technique. The Meteor Dive is one of the most effective of his attacks, which is why I chose to use Secret Signs to knock down the amount of magic points used by this attack. When you finally reach the peak, you will be greeted one of the Demons' pets, the Orga Widow. Jack's newly acquired Meteor Dive will come in handy here, along with Cecilia's Break spell. When you have defeated the giant spider, you will receive the Summit Rune from the Guardian Statue. You will want to head to the Elw pyramid to transport your party to the distant town of Saint Centour.



## Mystic Force

Become familiar with Cecilia's Mystic Force. This gives her the ability to extract the power of a variety of items. She will then share the effects with the entire party. I definitely suggest using this on Magic Carrots due to their scarcity.



## Port Timney

Your next destination is Port Timney. You will meet Bartholomew in the tavern and learn of his dilemma. The Crystal Bud is located in the Maze of Death, somewhere in the stretch of wasteland outside of town. With a little exploration, you will find an area behind one of the buildings that has a Duplicator in it. Rudy's bombs are the only way to enter this hidden area. Destroy all of the crates to find a pickpocket trapped under one. Jack will learn a hint about how to use Trickster. Once mastered, this will allow Jack to try to steal items from enemies during battle. Wouldn't it be great if you could sail around in that ship?

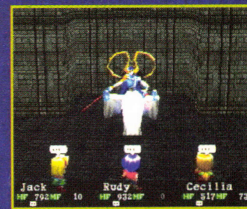
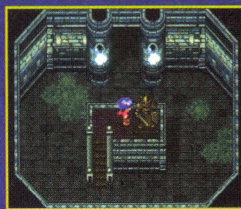






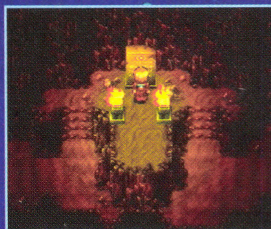
## Maze Of Death

The Maze of Death isn't too tricky. There are five statues that need to be pushed to clear the path to the Crystal Bud. Once you snag the bud, you will have three minutes to escape. Before you leave, go up the middle path in the main entryway. There are a couple of Crest Graphs along the way and at the end you will battle Chaos for the Death Rune. This rune is fairly powerful, so I suggest fighting for it. The blocks in the entryway will reset if you go out and come back in, so don't worry about being trapped.



## The Wedding

When you give the Crystal Bud to Bartholomew, you will be forced into a mock wedding. There are plenty of decisions to be made during the ceremony, so talk to the crew before you tie the knot. Zed will interrupt the festivities and you will have to battle him. He's only the distraction, and when you look at the statue, Lady Harkan will destroy it, leaving you with the Thunder Rune. You will receive the Wand Tool from the captain, allowing you to speak with animals.



## Sand River

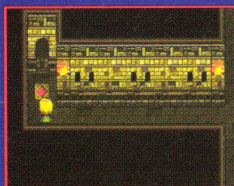
To enter the Sand River, Cecilia will need to have the Wand. Talk to the monkey and he will lead you around the river. Chests here are filled with a variety of apples (Hardy, Agile and Power), so search the cave thoroughly. You will need to jump off the bridge, making sure to jump into the right side of the current. Jump into the

current after the save point to reach two pedestals. Light the torches and read the inscription to have Jack learn Heal Blade. This technique will give Jack the power to heal himself or other members of the party. This is great to have, along with the healing abilities of Cecilia.

## Pleasing Garden

When you first enter the Pleasing Garden, go through the door on the right to find the teleport. Search for the opening between the columns and follow the passage. At the first crossroad, you will want to continue to follow the path to the left until you come to a second crossroad. Go down to the room with the chest and then go back up to the path to the left. There will be a switch that would not have been there unless you went down first.

Go back and use the teleports until you come to a room filled with sand. Drop a bomb to get the Gigmantis to appear and then attack him. Use Valkyrie against him, using his head to activate the switch once you have defeated him. Jack will get the Grapple Tool, allowing him to cross certain gaps. Explore the multiple teleports until you have located the bracelet. Searching the remaining teleports will also lead you to the Flash Rune.



## Retrace Your Steps

When Jack obtains the Grapple Tool, you may want to retrace your steps. There are quite a few spots where you have previously been that contain treasure chests. Backtrack to the Elw Pyramids and Lolithia's Tomb to pick up some extra items, including Crest Graphs, Secret Signs and Bullet Clips.



## Ghost Ship

When you return with the bracelet, Jack will receive the Sonic Vision Force and then learn that there is a ghost ship near the Ship's Graveyard. Sail out with Bartholomew and search the ship using Jack's Lighter and Grapple tools to maneuver around. There is a group of treasure chests that you will not be able to get until you sink the ship, then they will wash up on the beach by town. Read the log book to find out about the hidden room. You will finally have to tangle with Cap'N Geist. I found that casting Vortex was useful against him. Bartholomew thanks you for your help and in return gives you Sweet Candy.





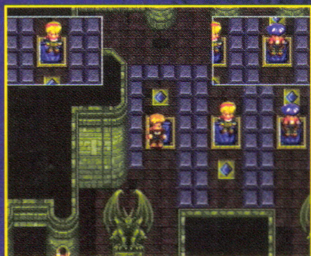


## Tripillar

The Tripillar requires your party to split up, rejoining at a later time. Send Jack to the right. Check out the statue you come across and you will be given the opportunity to learn a new Fast Draw, the Divide Shot. This attack can do up to 9,999 points

of damage, but doesn't connect regularly until further in the game. Rudy should take the path to the right, while Cecilia should head straight up the middle. This should allow each character to get the most from the route he/she takes. Use the teleporters to switch positions and then send each character in front of a statue. When you are all back on the

main floor, enter the now-opened door to fight the Mage Fox for the Blue Virtue, one of the items needed to enter the Giant's Cradle.



## Rosetta Town

In Rosetta Town, you will meet the only remaining Elw in Filgaia. The mayor of the town is ill and the Mariel is to blame. Find the Arnica herb at the Forrest Mound and heal the mayor. If you talk to

Mariel again, she will give you some Small Flowers. The introduction of Mariel is important later in the story, but it is nothing that you need to concern yourself with at this point.



## Volcannon Trap

You will join forces with Calamity Jane to defeat the Volcannon Trap. She will head off to search for treasure, while you look for the Guardian Blade. Pay special attention to the numerous lava pools. This will cause more damage than most of the monsters here. Use Jack to grapple his way across the magma and use Hanpan to reach those tricky treasure chests. Some of the posts are

moveable and will need to be positioned to reach certain areas. You will find the Rocket Launcher ARM for Rudy here, so look everywhere. Eventually, you will come to a covered entrance. The only trick here is that Zed is waiting for you and you must fight him. Once you have defeated him, you will enter the chamber only to find that Belselk is also waiting for you. The Red Malice is your prize if you can survive the Demons' attack.



ARM	ATP	HIT	B
Hand Cannon	90	99%	15
Prism Ray	70	94%	15
Rocket Launcher	250	89%	12
Twin Orbs	85	89%	12
Bazooka	200	84%	12

## Up In ARMs

Upgrading Rudy's ARMs is very important. You can increase their accuracy, attack strength and the amount of bullets they will hold. These are the maximum upgrades for the first five ARMs that Rudy receives. Believe me when I say that it is worth the investment.

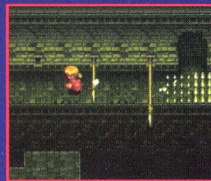
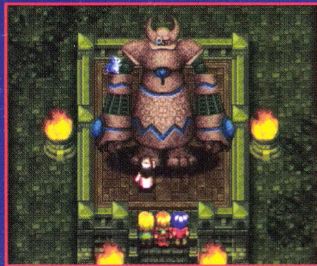




# STRATEGY Xtra

## Giant's Cradle

You need the Blue Virtue from the Tripillar and the Red Malice from the Volcannon Trap to enter the Giant's Cradle. The passages are lined with traps and puzzles which must be overcome to make it through. Finally you will reach the Golem. You will need Emma to help you get him working. Once he is operational, you will be able to use him to walk across shallow water to reach previously inaccessible locations. The Golem is not able to walk through forests, though, making him slow-going. This is all worthwhile because you are invulnerable to monster attacks when you are inside him. Once you are in possession of the Ocarina, you will be able to call upon the Golem and he will appear wherever you are in Filgaia. You will find the Ocarina in the town of Court Seim.



## The Soul Breaker

If you look around Adelhyde, you will find a man standing near the "haunted" house. He will ask for a secret and in return he will teach you a new technique. Soul Breaker is a fatal attack that is best used with normal monsters, instead of Bosses.



## Court Seim



Court Seim is a sanctuary for those running from monsters and is also the home of Calamity Jane. Talk to Nicholi to learn about Rudy's past; he is actually the grandson of Old Man Zepet. Nicholi will give you the Wind-Up Key that will help you activate mechani-



cal items in the Epitaph Sea. There is a woman in town that sells Geo Rings that will accent certain character attributes, but I found that the equipment I already had was more beneficial. Pick a couple of them up if you don't have very strong items for your left hand. Upgrade Rudy and resupply the party, then head to the Epitaph Sea.

## Epitaph Sea

Use the Wind-Up Key to move machines out of the way. You will need to find the Skate Tool for Rudy if you want to make it over conveyor belts going the opposite direction. When you are locked in the room, use the Wand to talk to Luciad and follow his path exactly to exit the room. Hanpan will be needed to crawl through a hole in the wall to hit a switch. The chest will give you the Metal Bird and reveal another switch. When you are asked for the password, enter Metal Bird to



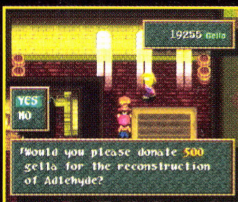
open the secret passage. There is a door needing a Duplicator that leads to several treasures. Rudy will find his Skates, giving him the ability to cross various terrains. As you near the top, there is a room with several mechanical devices. Use the Wind-Up Key and Jack will learn Blast Charge. At the top, you will have to fight Luciad and Boomerang. Your only hope for defeating these two is by concentrating your efforts on one of them (I'd take out Luciad first). Once you are down to Boomerang, you shouldn't have much difficulty. The treasure chest contains a Rune Drive that you will want to bring back to Nicholi.



## Return to Adelhyde

Adelhyde is in need of some serious repairs after the attack by the Demons. Return to the mayor's house and talk to the people there. They will

ask you about giving them some money to finance the restoration of the town. You will want to periodically check back to see how the repairs are going and to donate additional funds. There is bound to be some compensation for your generous heart.





## Sacred Shrine

When you return to Court Seim, there will be a celebration held in your honor. Be sure to meet Calamity Jane for Rudy to receive his Defensive Force. The town is threatened with an attack by the Demons and they will flee to the Sacred Shrine. There are two doors that require Duplicators, but if you open the one that is to

the right of the main chamber, you will find a Duplicator in the barrel. The second door contains a statue that will teach Jack the Slash Rave technique. There is a room with a dog in it, but if you talk to the dog, he will transform into Agaless. He is most susceptible to Valkyrie and the Rocket Launcher. Use Hanpan to scare the girl afraid of rats so you can speak to the

nun. You will need to recall the events from Saint Centour to reach Alhazad. Now when you talk to the guard, he will turn into a group of monsters. Prepare to battle Alhazad for the second Rune Drive.

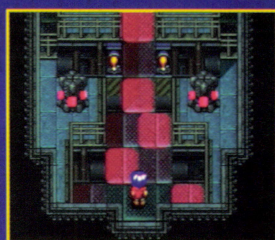


## Guardian Angels

You should have about eight Runes at this point, all of them having the power of a Guardian. Guardians can be summoned during a battle to attack the enemy. Sometimes this works well, but it is hard to say when to use a particular one. The Guardians that I have chosen while battling Bosses have not been very effective, but will work well on basic monsters.



## Photosphere



Golem Lolithia and must fight him. Twin Orbs and Slash Rave are particularly effective against him. A robed figure will lead you to the Tear Drop, in turn leading to the queen of the Demons, Mother. My suggestion is only to save first and then hit her with everything you've got. That's it, right? The game has to be over now that Mother is defeated and you have the Tear Drop. Think again...

The Earth Golem will be able to penetrate the force field around the Photosphere. The flashing red areas on the floor can be neutralized by destroying the generators. Rudy cannot skate over this stuff! You will come to a room with searching spotlights. If you get touched by the light as you explore the catwalks, you will have to start from the beginning of the area. The treasures are worth the time and effort. One of the treasures is the Twin Orb ARM for Rudy. This attack can be devastating, doing up to 9,999 points of damage. You will later encounter the



**Look for the conclusion to Wild Arms in next month's P.S.X.**

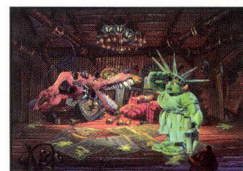




# Clayfighter Extreme

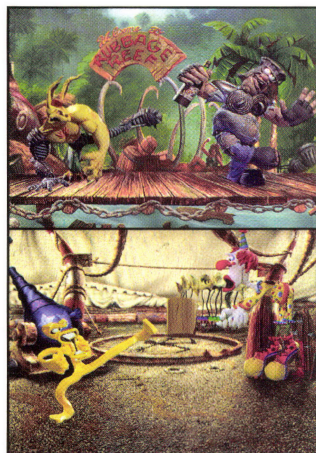
by Todd Mowatt

Let's get ready to rumble! Interplay has combined all of your favorite fighting games into a parody in clay. This game has elements in it that have been taken from Killer Instinct, Mortal Kombat, Street Fighter and the Tekken series. Add to that a true 32-Bit look and feel and fighting fans will have their hands full. This feature showcases some of the signature moves given for each character. We will have part two of this feature in the coming months and give more moves and cheats for some of the hidden characters. Don't be misled by the title; it isn't a kid's game. There are plenty of hidden areas and secrets that even the most skilled gamer will have trouble finding.



## Controls

All of the moves listed here have been initiated with characters facing right. If you happen to be on the right side facing left of your opponent, the attack motions are reversed.



**Bad Mr. Frosty**  
**Ice Kick**  
 ▶ ▼ ◀ + Kick  
**Ice Pick**  
 ▼ ◀ ▶ + Punch  
**Ice Skate Dash**  
 ◀ ▶ ▼ ◀ ▶ + Punch



**Blob**  
**Blob Raid**  
 ▶ ◀ ▼ ▶ ◀ + Kick  
**Thousand Clubs**  
 ▶ ▼ ◀ + Punch  
**Buzz Saw**  
 ▼ ▶ ◀ + Punch



**Bonker**  
**Merry-Go-Round**  
 ▼ ▶ ◀ + Kick  
**The Big Top**  
 ▶ ▼ ◀ + Kick



**Hobocop**  
**Ho Elbow**  
 ▼ ◀ ▶ + Punch  
**Hopedo**  
 ◀ ▶ ▼ ◀ ▶ + Punch  
**Ho Butt**  
 ▼ ▶ ◀ + Kick

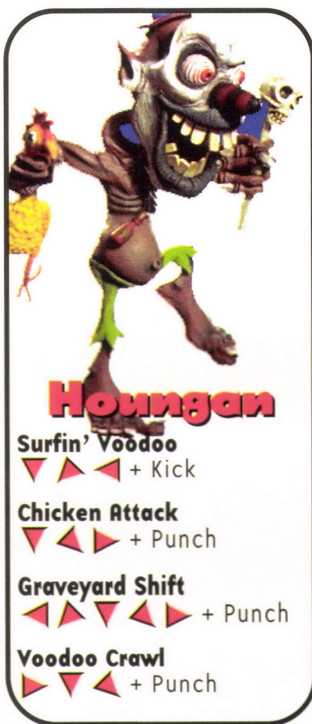


Mr. Frosty is back, and if you're not careful, he will give you the cold shoulder!



## 300- and 400-hit combos

The designers have added auto doubles like they have in *Killer Instinct* along with 300-, 400- and 500-hit combos. They are still putting the finishing touches on the numbers, but they will be exaggerated to basically parody the 5- or 6-hit combos that are prevalent in *Killer Instinct*. You will also be able to execute other clay-combos when you put together a number of any particular character's signature moves.



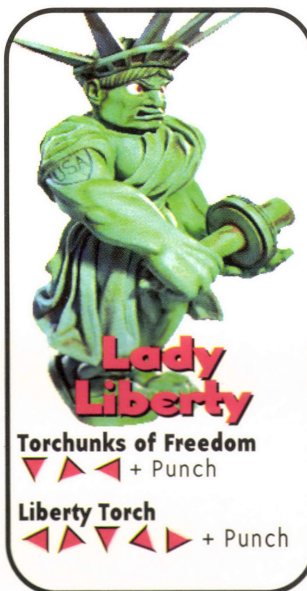
### Houngan

**Surfin' Voodoo**  
▼ ▲ ▲ + Kick

**Chicken Attack**  
▼ ▲ ▲ + Punch

**Graveyard Shift**  
▲ ▲ ▼ ▲ ▲ + Punch

**Voodoo Crawl**  
▼ ▼ ▲ + Punch



### Lady Liberty

**Torchunks of Freedom**  
▼ ▲ ▲ + Punch

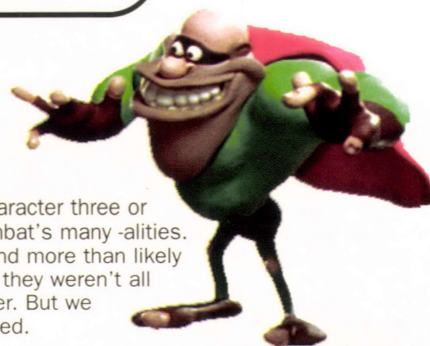
**Liberty Torch**  
▲ ▲ ▼ ▲ ▲ + Punch



If you don't have quick hands, you will be given the thumbs-down in a hurry!

## -alities

The designers of this game have given each character three or four clay-talities. They take a swipe at *Mortal Kombat*'s many -alities. Boogerman will have snot-alities and fart-alities and more than likely a wedge-ality. As for the other characters' -alities, they weren't all settled upon at the time we put this guide together. But we will keep you posted as the -alities become finalized.



## Hidden Characters

As of this writing, the hidden characters have not all been finalized. One of the areas Interplay was wrestling with was whether or not to make Boogerman (that fart-exuding, snot-flinging character) a main playable character or a hidden character.

Another character that will most likely be hidden will be Earthworm Jim. He has been formed with clay and he has a few special attacks that you will find humorous and challenging.

One super-secret character that will definitely be hidden is Mr.

Bill. That's right, the character from *Saturday Night Live* fame. Interplay has gotten the rights to him from his creator. No one is sure what some of his moves will be, but rest assured that as soon as we find out, we will pass on all the information to you.

With this guide we just wanted to get you started and well on your way to mastering all of the characters in this original title.



### Kung Pow

**Chop Suey**  
▼ ▲ ▲ + Kick

**Lo Mein**  
▼ ▲ ▲ + Kick

**Fortune Cookie**  
▲ ▼ ▲ + Kick



### Taffy

**Taffy Twist**  
▼ ▲ ▲ + Punch

**Taffy Slingshot**  
▲ ▲ ▼ ▲ ▲ + Punch

**Fortune Cookie**  
▼ ▲ ▲ + Punch





# Tricks of the trade

by Dave Malec

Do you have a trick or want a tip on your favorite game? Let us know—write us at:



Tricks of the Trade  
1920 Highland Ave.  
Lombard, IL 60148

## Nanotek Warrior

Press Start to pause during the game and enter any of the codes:

**Stop your Ship** enter: Triangle, Left, Triangle, Right, Triangle, Up, Triangle, Start. Stop your ship at any time by pressing Triangle.

**Enable your Memory Card** enter: Left, Right, Left, Left, R2, Circle, L1, X. This allows you to save a game onto the memory card. A memory card must be inserted prior to booting up for this to work. Once the code is entered, you can save by quitting out. Then you will be put into the modified Password Screen from where you may save.

To access **Full Shield** enter: Select, Circle, Right, Up, Up, L1, L1, X. This allows you to gain full shield capacity.



To access **Warp Sim** enter: Circle, Square, Circle, Square, Triangle, Triangle, Triangle, X. This will allow you to simulate the speed burst of the warp zones to gain up to nine credits!



## Tobal No. 2

(Japanese version)

### Giant/Tiny and Play As Bosses

At the Character Select Screen, press and hold L2+R2 simultaneously. While holding these, press X to choose your character. During gameplay, press L2 to shrink your character and R2 to make your player grow! You can do this any time during the match or replay of the game. To play as Mufu, beat the game on Easy. For Nork, beat it on Normal. For Emperor Udan, on Hard.



### Lightning Lock-On

When you finish the game on the Hard difficulty setting, you get a lock-on lightning bolt special weapon. With this password, you can get it without beating the game. Just highlight and enter the Password Option from the Main Menu Screen and enter the button code as follows: X, Square, Triangle, Circle, Square, Circle, X, Triangle, X. You'll be taken to Level 1 with your ship all souped-up with spread lasers and the new lightning bolt weapon that can be used with the Circle button.

## Independence Day

### Special Cheat Screen

Go into the Options from the Menu Screen. Move down to the Player Name Option. Enter one of the words shown below (highlighted in red) on the Name Entry Screen. Then go back to the Main Menu Screen and press Left, Right, Square, Circle, Triangle, Triangle, Down. A new screen called "Cheater" will appear. Listed here are the codes that will turn the different options on or off in this screen:



**FOX ROX:** opens up CITY. Select any level, including bonus levels.

**MR HAPPY:** opens up PLANE. Setting the plane to "BAC" will let you fly the alien craft on any level!

**GODZILLA:** opens up KILL CIVIL (locks onto civilian objects) and KILL WING (locks onto wingmen and E3).

**GO POSTAL:** opens up FAST RELOAD (quick missile launches), DAMAGE BONUS (one missile to kill enemies) and WEAPONS (infinite missiles).

**TOURIST:** opens up CITY, TOURIST (all aliens removed from the world), DEMO CAM (detaches camera from the plane).

The game can't be played in this mode, but the camera is controlled by the control pad and NO TIME (not timed).

**LIVE FREE:** opens up INVINCIBLE (You'll take no damage).



## Nanotek Warrior

### Tarantula Mech

On the Main Menu Screen, move down and highlight the Password Option. Now, enter the password: #/X0/A4<LY. This will give you a new 'Mech chassis called "Tarantula." Choose your clan and pick one of the available missions. After you do this, you may opt to choose your 'Mech with the Square button. Scroll down the list until you see Tarantula, the spider-looking 'Mech. You may now use it in combat!



## Mech Warrior 2





## AT THE END OF YOUR ROPE?

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## Command & Conquer

The covert missions in both disks: **COVERTOPS**.

For levels within the NOD mission disk enter:

Level 2: **C99FAXKW8**  
 Level 3: **RZNLQZ3NL**  
 Level 4: **W1954XWLF**  
 Level 5: **W15DASRS8**  
 Level 6: **8PH1MR53W**  
 Level 7: **GTJKWOJDK**  
 Level 8: **YKK424K3D**  
 Level 9: **874LCPUT4**  
 Level 10: **A8SHPAHXW**  
 Level 11: **OX3UKOP94**  
 Level 12: **QGDUMSK2J**  
 Level 13: **SZP09VDSB**



## Tiger Shark

Go to the Resume Mission Option and then to the Password Screen. Put in these:

For Improved Weapons enter: **RUBLE**  
 For Minimal Gravity enter: **SOYUZ**  
 For hidden Sea Hunter game enter: **SNEEG**  
 For access to Movie Menu enter: **KIEV**  
 For the "Bugrider" Preview enter: **BUGGY**  
 To begin at Debriefing 2 enter: **AKULA**  
 To begin at Debriefing 3 enter: **PASHA**

Begin at Debriefing 4 enter: **MIRAS**  
 Begin at Debriefing 5 enter: **NAKAT**  
 Begin at Debriefing 6 enter: **REZKY**  
 Begin at Debriefing 7 enter: **TUCHA**  
 Begin at Debriefing 8 enter: **ZARYA**  
 Begin at Debriefing 9 enter: **VOSTA**

# Need for Speed 2

## Vehicle Passwords

On the Main Menu Screen, highlight Options and enter it. Move down, highlight and enter the Password Option. Now put in the following passwords:

**LILZIP:** Bonus car: Ford Indigo  
**SHOTME:** Bonus track: Monolithic Studios  
**POWRUP:** Pioneer engines; faster acceleration for all cars (lasts for one race)

**26 SECRET CARS:** At the Main Menu, select Options, then Password. Enter the desired car's password. You can now drive one of 26 secret cars! Return to the Main Menu and select Race. It doesn't matter what normal car you already have selected. Note: If you want to use a secret car password in Two-player Mode, simply replace the password's **ME** with **U** for the second player (example: **ARMYU**).

**ARMYME:** Army truck  
**BUSME:** Yellow school bus  
**BEETME:** Car with sunroof  
**BMRME:** BMW  
**BNZME:** Mercedes-Benz  
**BUGME:** Volkswagen bug  
**CITME:** Citroen  
**JEPME:** Comanche pickup  
**LCME:** Landcruiser  
**LIMOME:** White limousine  
**MAZME:** Mazda Miata  
**QUATME:** Audi Quattro  
**SEMIME:** Semi-truck cab  
**SNOWME:** Same as ARMYME, different trailer  
**TRAMME:** Monolithic Studios tram  
**VANME:** Combi minivan  
**VOVME:** Volvo station wagon  
**YJME:** Jeep Renegade/Wrangler  
**CRATME:** Brown wooden crate  
**LOGME:** Long wooden log  
**OUTHME:** Small brown outhouse from North Country  
**STDAME:** Souvenir stand (green)  
**STDBME:** Souvenir stand (blue)  
**STDCME:** Souvenir stand (red)  
**TREXME:** T-Rex from Monolithic Studios  
**WAGOME:** Old covered wagon from Monolithic Studios.

These passwords stay in memory for one race.



## Weapon Refill/ Flea Trick

To enter these codes, just begin your game and then pause. Then enter them:  
 To **Refill Weapons/Power** enter: Triangle, X, X, X, Circle, X, Square, Triangle, X, Triangle, Circle. If done correctly, the spider will regain power and weapons. Do as often as you wish.  
 To **Turn into a Flea** enter: Triangle, Square, Circle, Triangle. Spider will then shrink down to the size of a tiny flea!

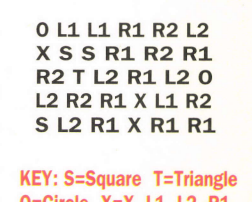
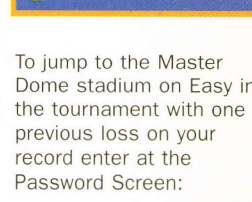
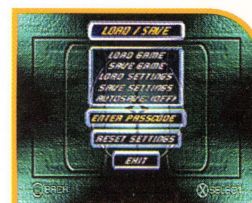
## Spider

## Multiple Cheats

Here are a couple of passcodes to enter in your next game. Use the key below as a reference to the following passcodes.

To Shrink the Rotofoil enter at the Password Screen:

X O X X O X  
 X X X X X X  
 X X T T X X  
 S X X X S S  
 X S S S S X



# Ball Blazer Champion

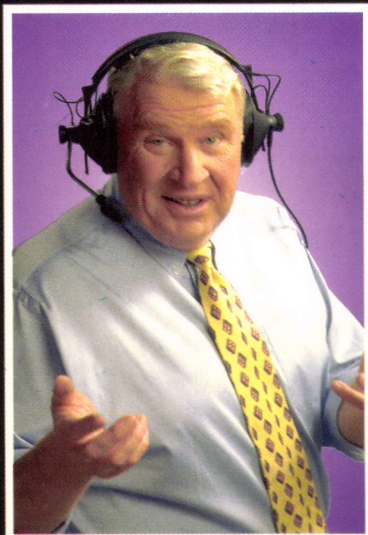
To jump to the Master Dome stadium on Easy in the tournament with one previous loss on your record enter at the Password Screen:

O L1 L1 R1 R2 L2  
 X S S R1 R2 R1  
 R2 T L2 R1 L2 O  
 L2 R2 R1 X L1 R2  
 S L2 R1 X R1 R1

KEY: S=Square T=Triangle  
 O=Circle X=X, L1, L2, R1,  
 R2=top four buttons



# next month



Madden 98 is in the house and our editors were the first ones to play this year's version. If you enjoyed last year's game, this year you won't believe your eyes. Madden is back and better than ever.

## coming attractions

### Behind The Scenes of Madden 98

Find out what changes were made to last year's game in an exclusive interview with the Madden team. John Madden himself talks about his role and what he thinks of the game. You won't find this kind of info anywhere else.

Test Drive 4

Pitfall 3D

Jersey Devil

Fighting Force



### Strategy X-tra

#### Wild Arms

Still need help completing this lengthy RPG? We've got you covered. Look for the exciting conclusion to our in-depth Wild Arms strategy guide.



### Tricks of the Trade

Expanded Tricks section to help you beat the dog days of summer. Our trick gurus have been hard at work looking for tricks to titillate your gaming tastebuds.



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**IF BATTLING THE  
CYCLOPS AND THE  
FOUR-HEADED HYDRA  
ISN'T FUN ENOUGH,  
YOU CAN ALWAYS  
GO TO HADES.**

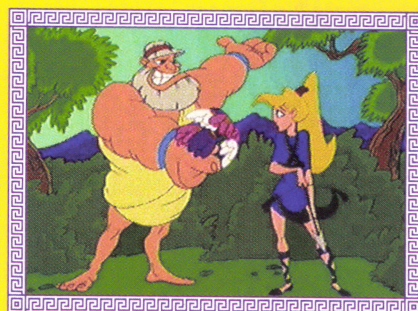






◀ In addition to all the other freaky creatures, you'll have to battle a boar. Which is anything but a bore.

Zeus not only has to conquer Hades, but also conquer the heart of Atlanta. (A Herculean task, indeed.) ▶



In Herc's Adventures, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

### STRENGTH OF

### CHARACTER.

You'll go into battle as one of three heroic, mythological characters, each one with unique powers:

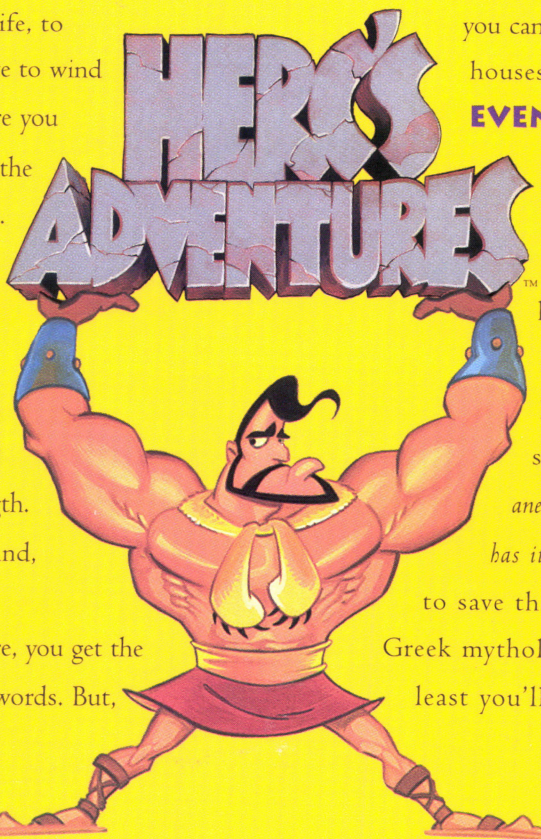
Hercules possesses super strength.

Atlanta has lightning speed. And,

Jason - savvy street smarts.

### WEIRD WEAPONS.

Sure, you get the usual arrows, slingshots and swords. But,



you can also arm yourself with ray guns, houses, sheep and inflatable cows.

### EVEN WEIRDER BAD GUYS.

Freaky weapons are perfect for fighting even freakier enemies:

The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty

Martians and more. *GamePro* says "Challenging bosses, humorous

anecdotes, and gigantic landscapes - *Herc's* has it all."

In the end, it's up to you

to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



◀ So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warriors. ▶



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Lara Croft, gaming's #1 covergirl.